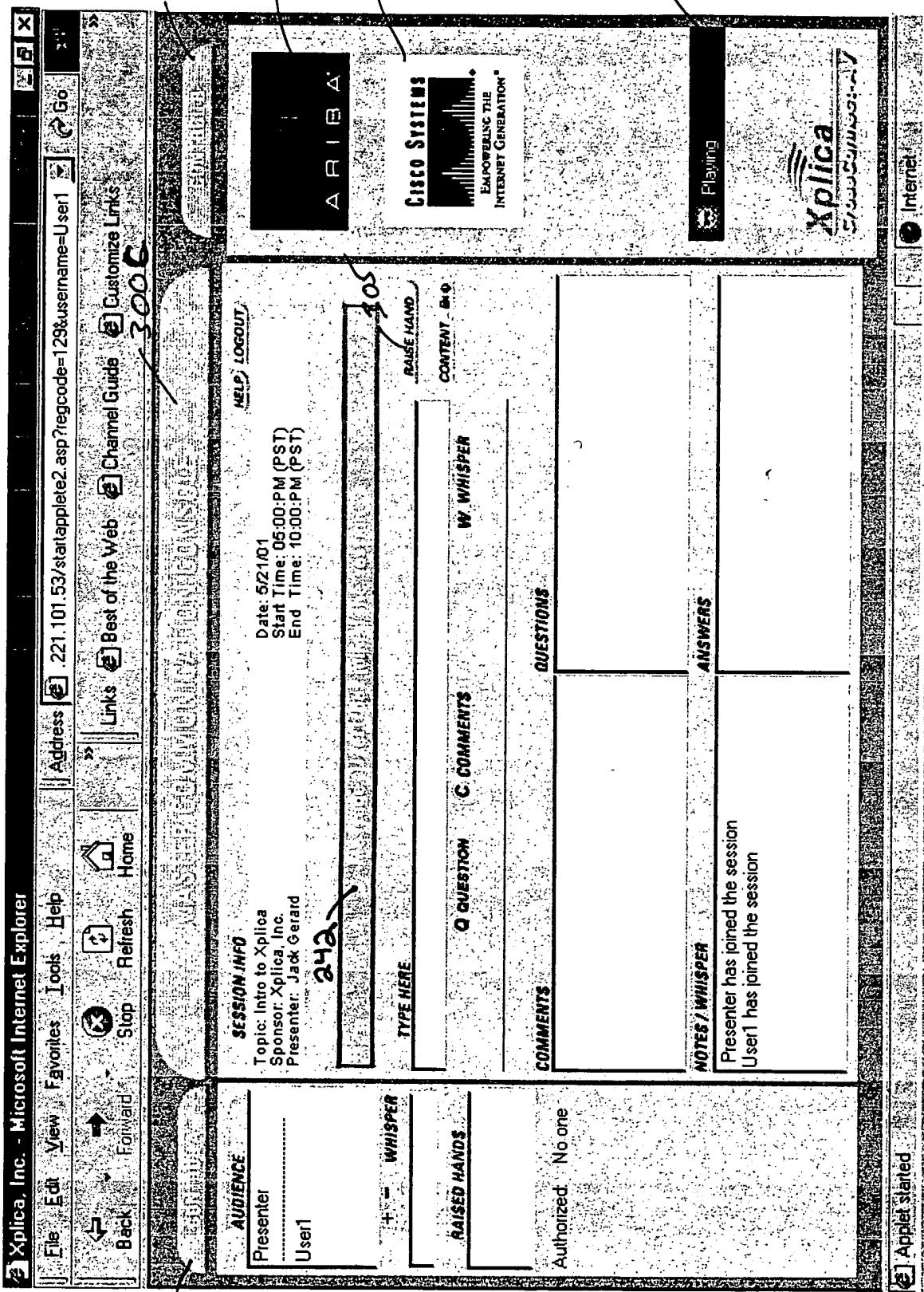


Figure 1

Fig 2



30
15

Fig 4a
415 425 435 445 455 465 475 485 495 400a

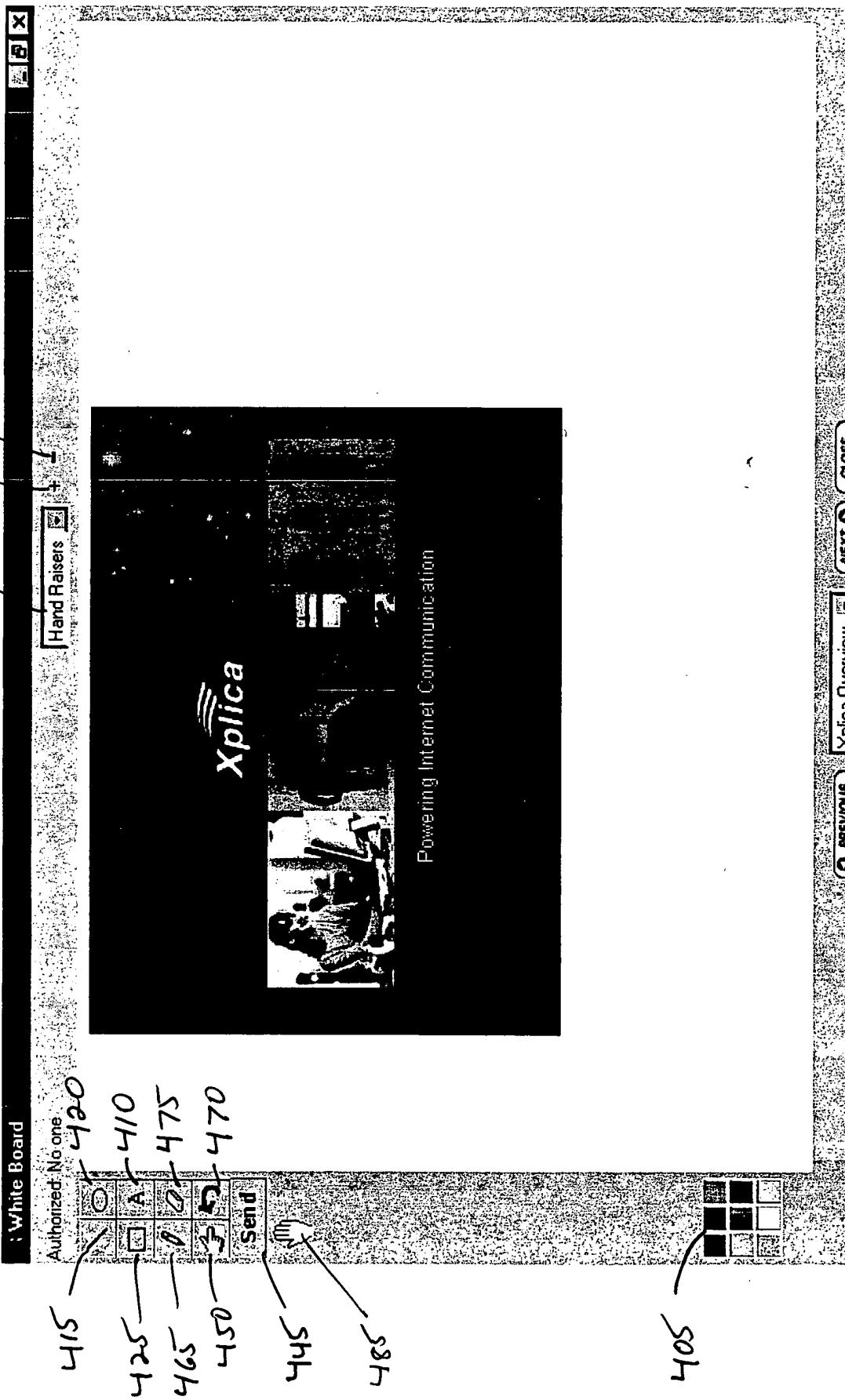


Fig 4a

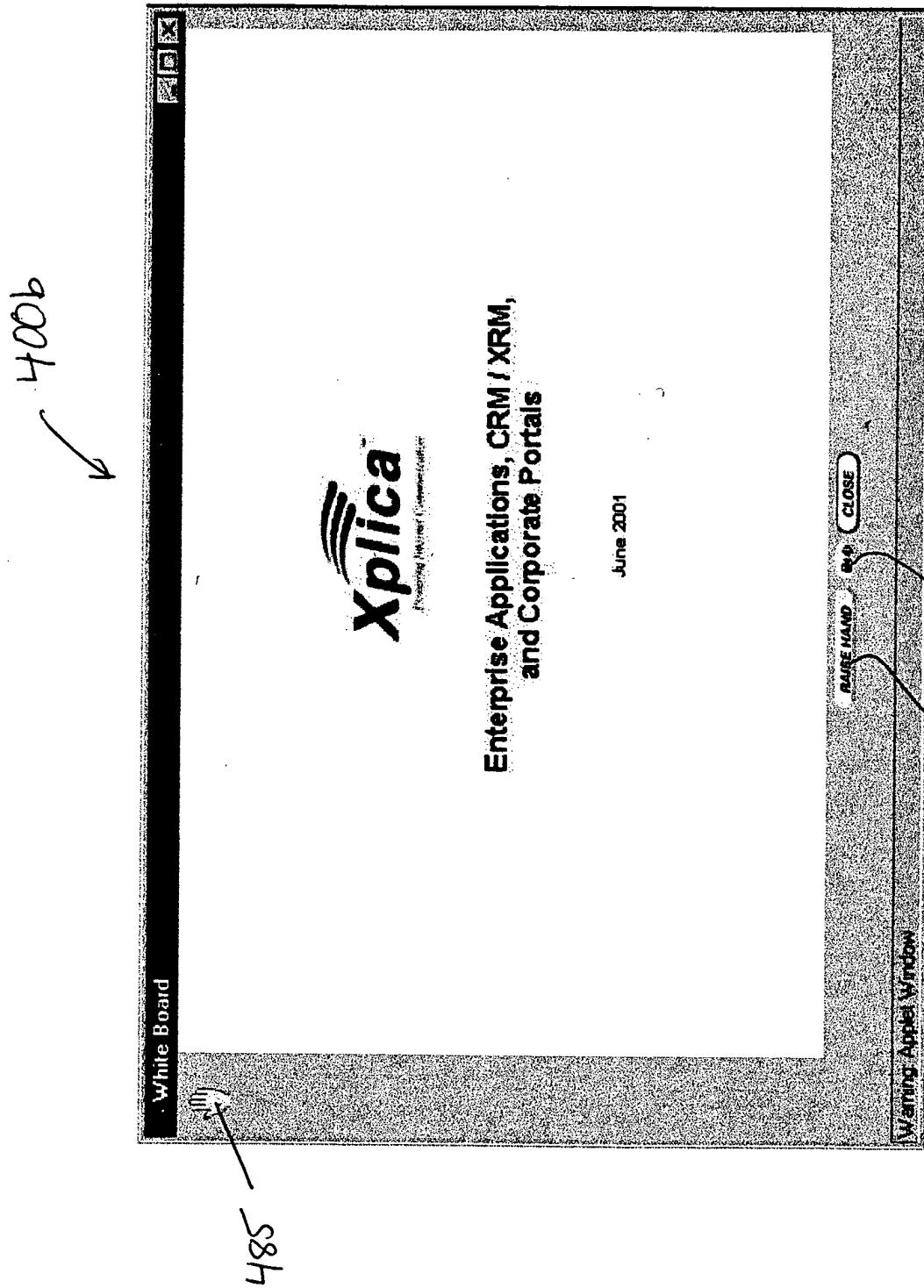


Figure 4b

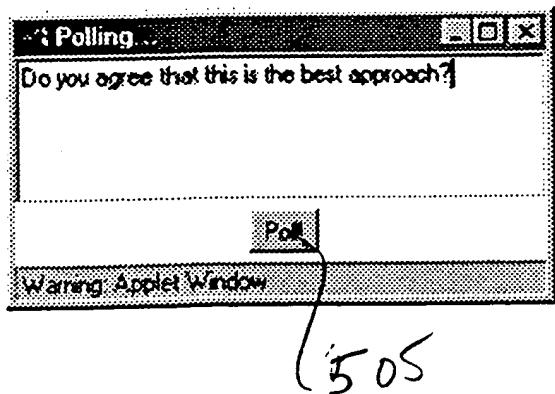


Figure 5a

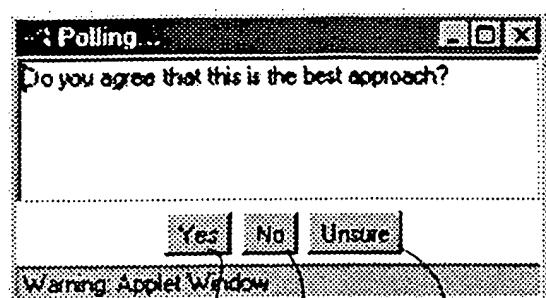
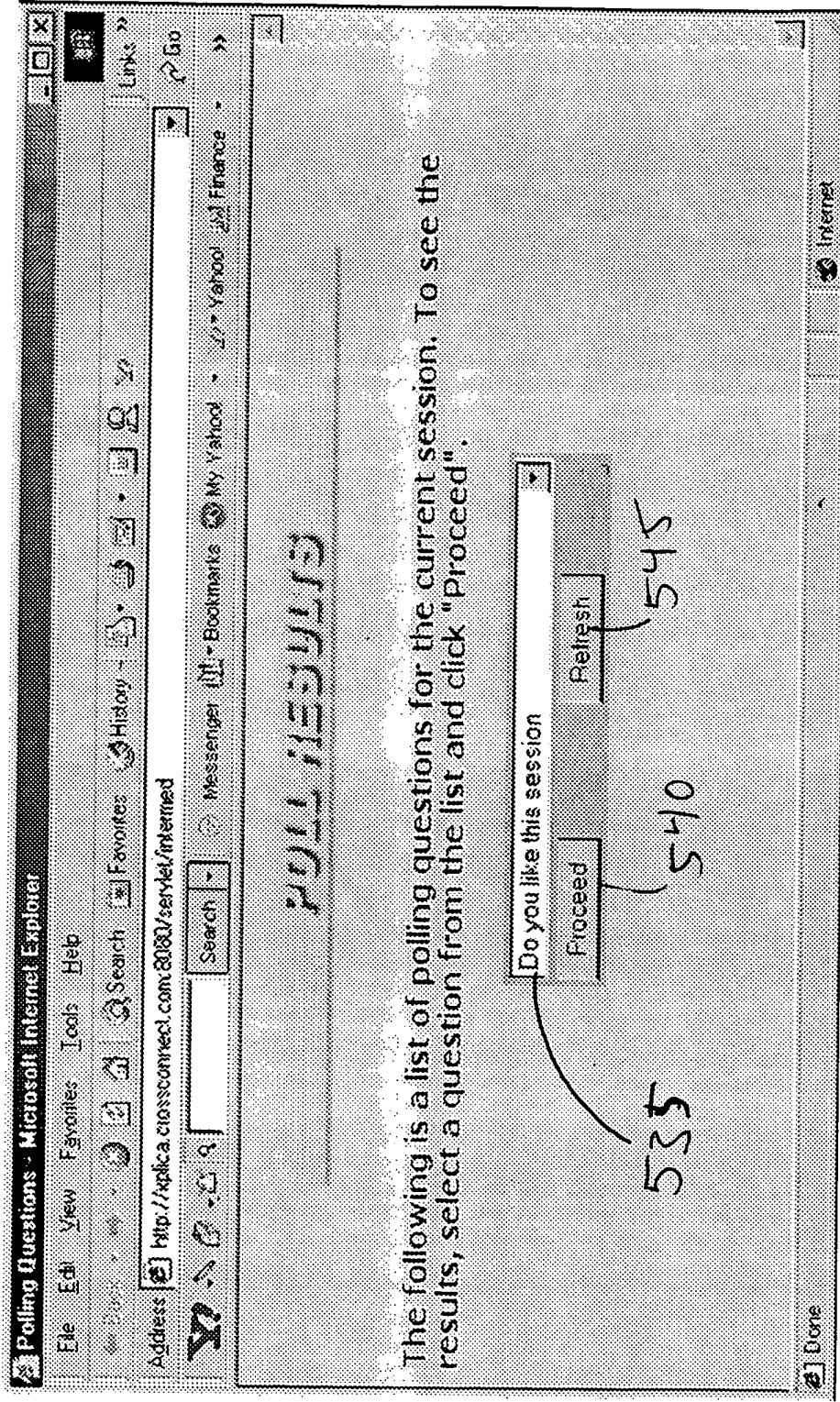


Figure 5b

குடும்ப கெள்ளி - கெள்ளி கெள்ளி

530



The following is a list of polling questions for the current session. To see the results, select a question from the list and click "Proceed".

Do you like this session?

Proceed Refresh

535

540

545

530

Figure 5c

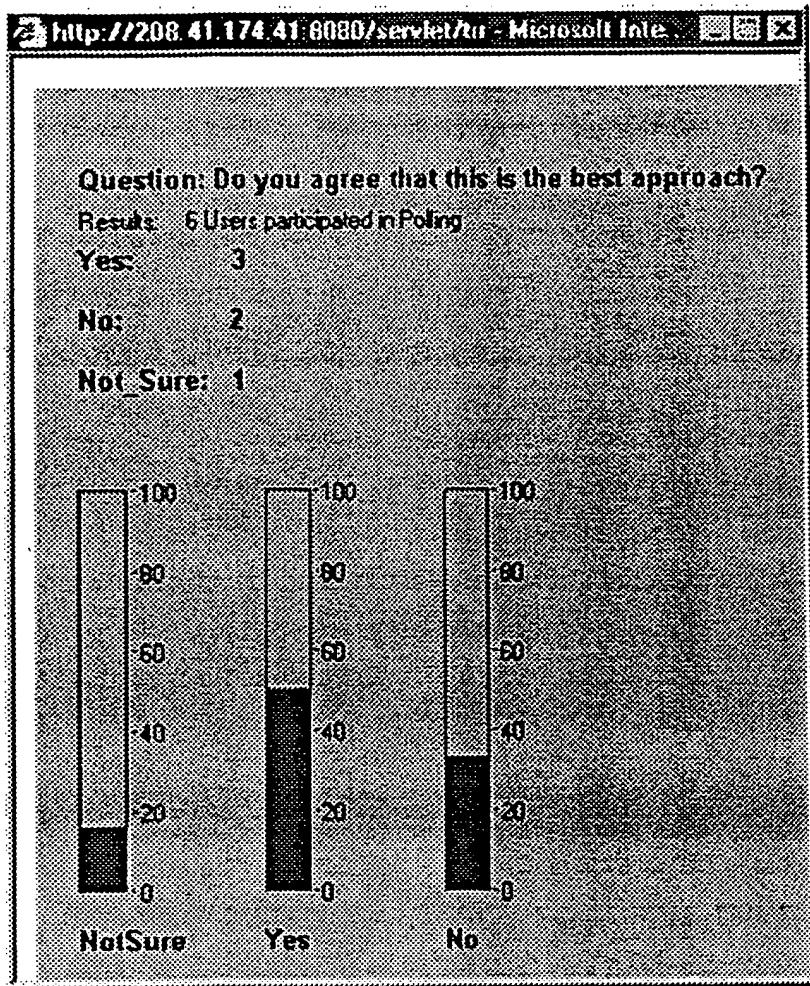


Fig. 5'd

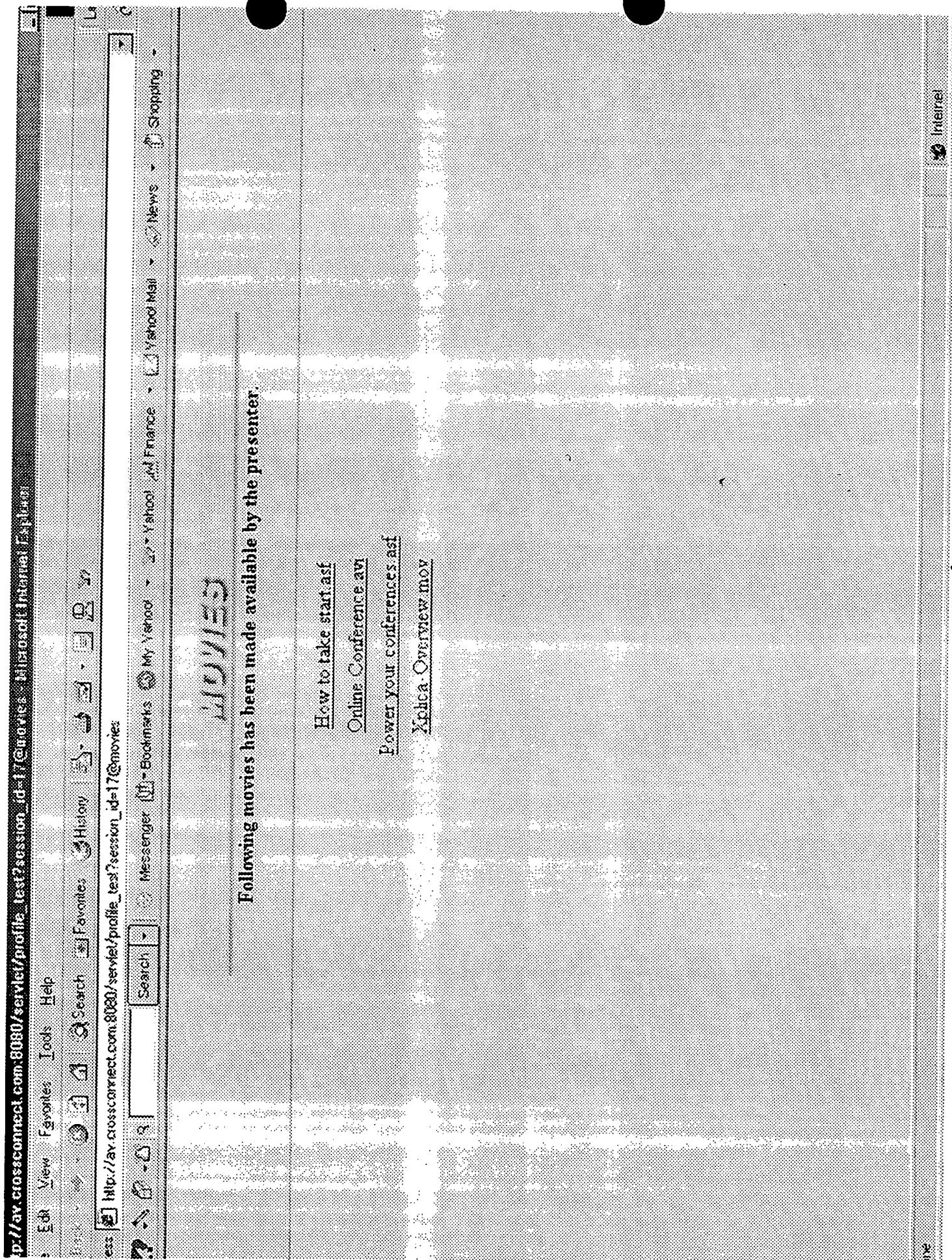


Figure 6

700

ATTENDANCE	
Name	Login Time
jack	10:7:8

Fig. 7

Homepage

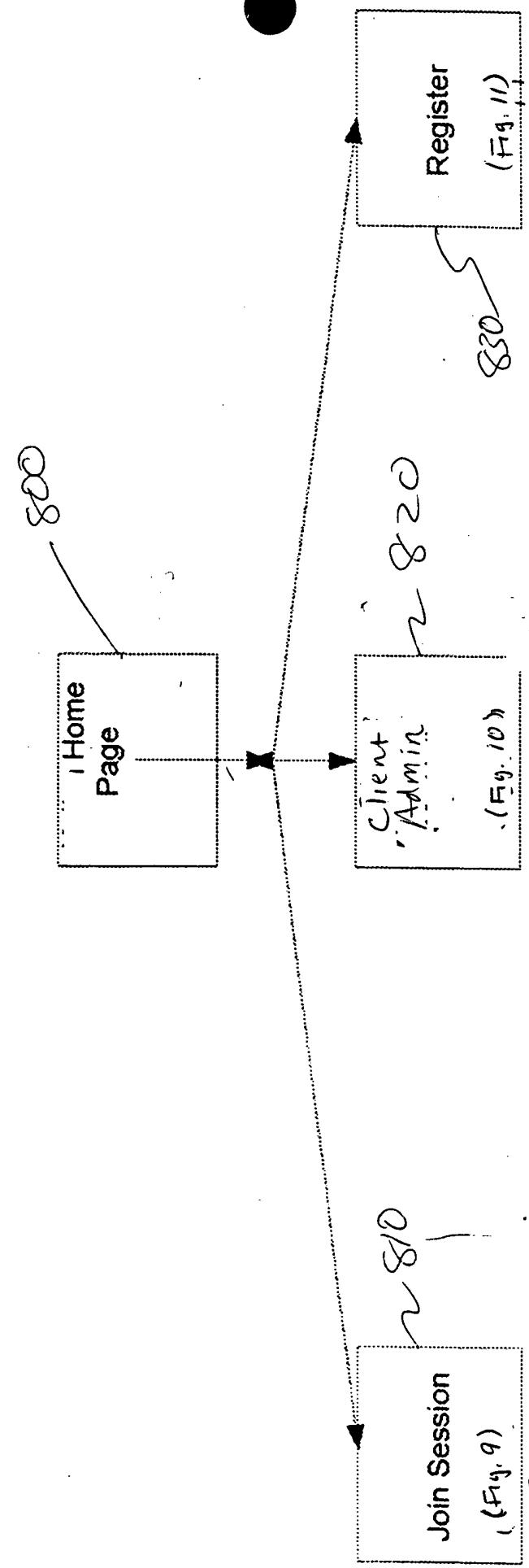
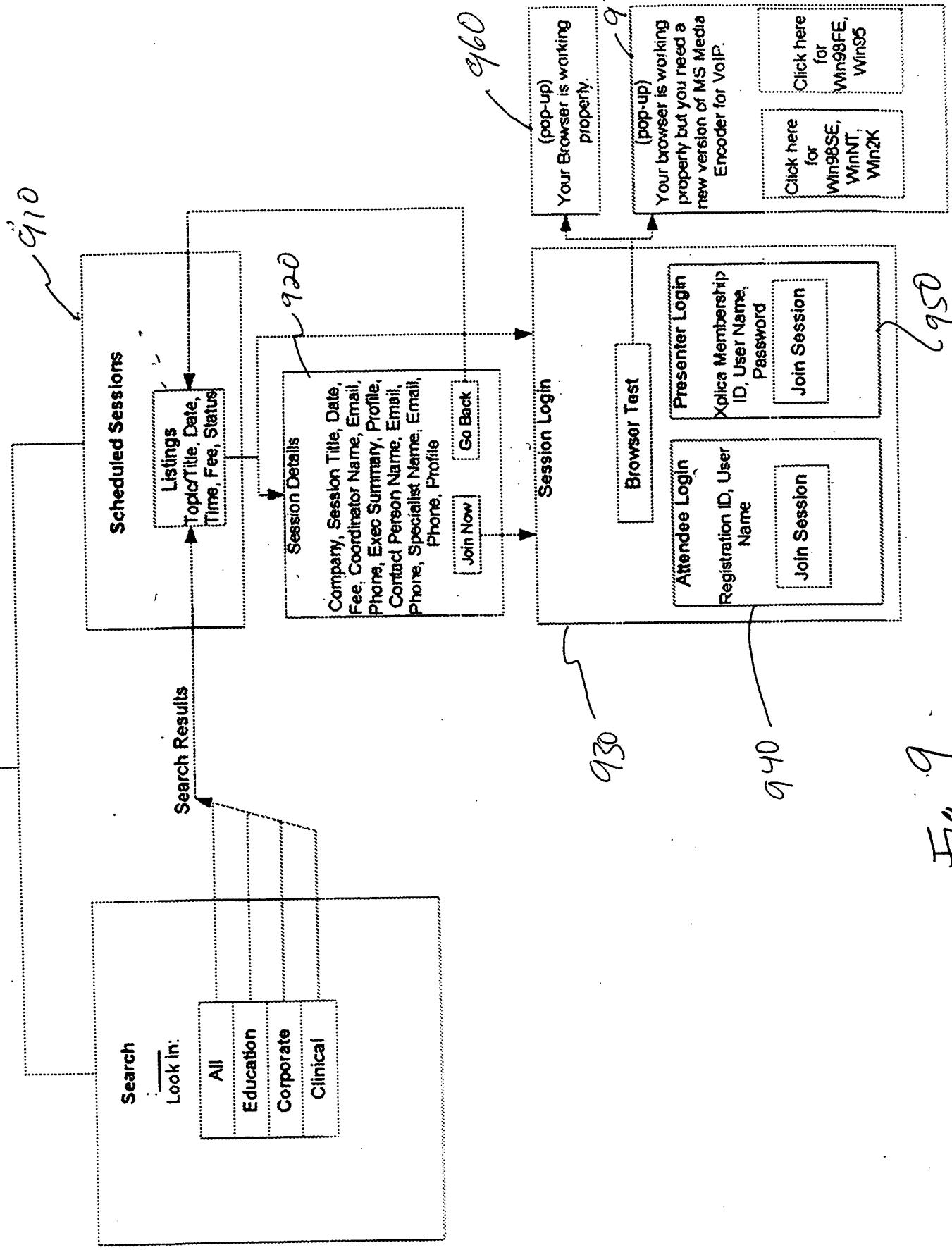


Fig. : 8'

Join Session



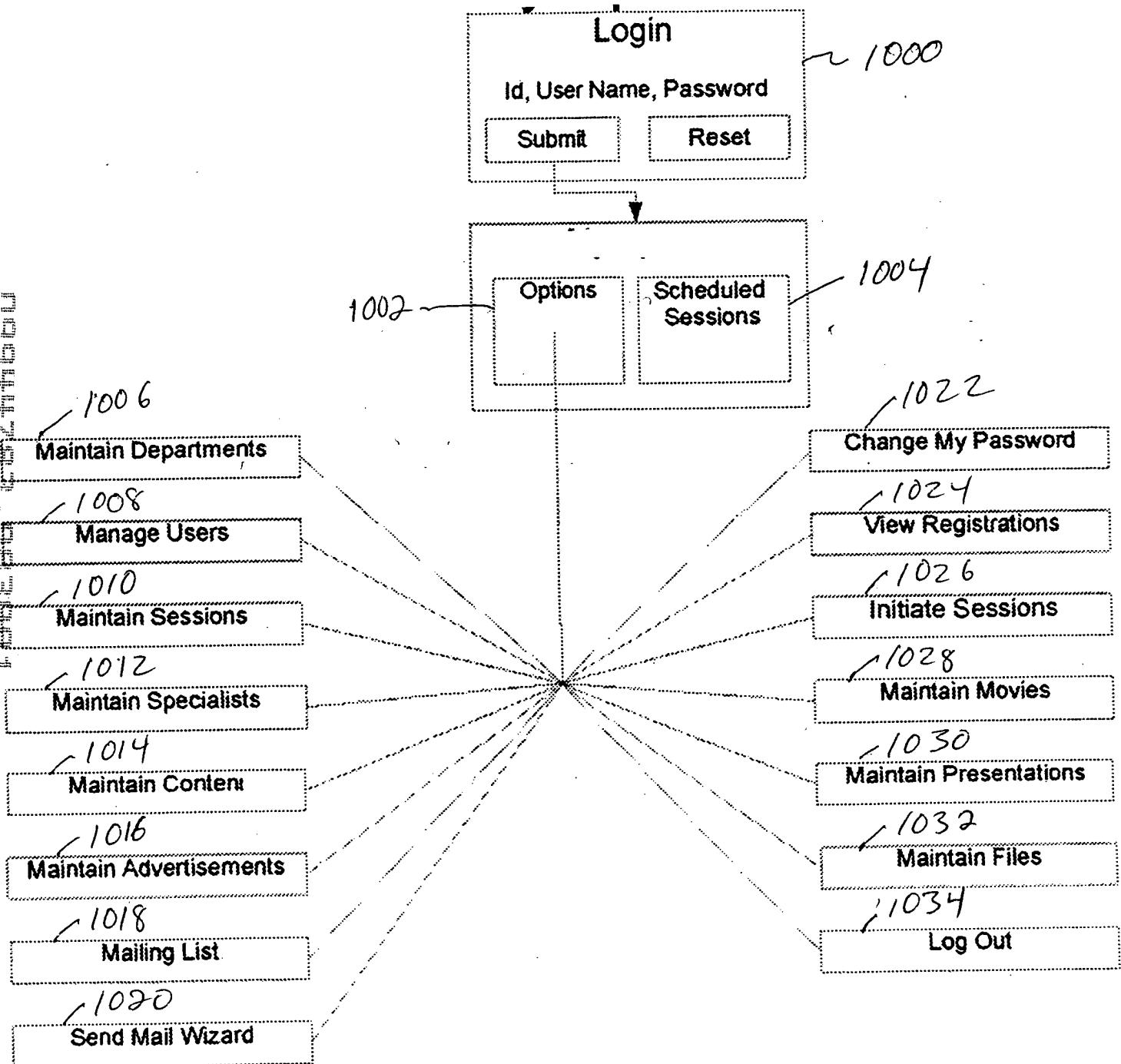


Fig. 10-a

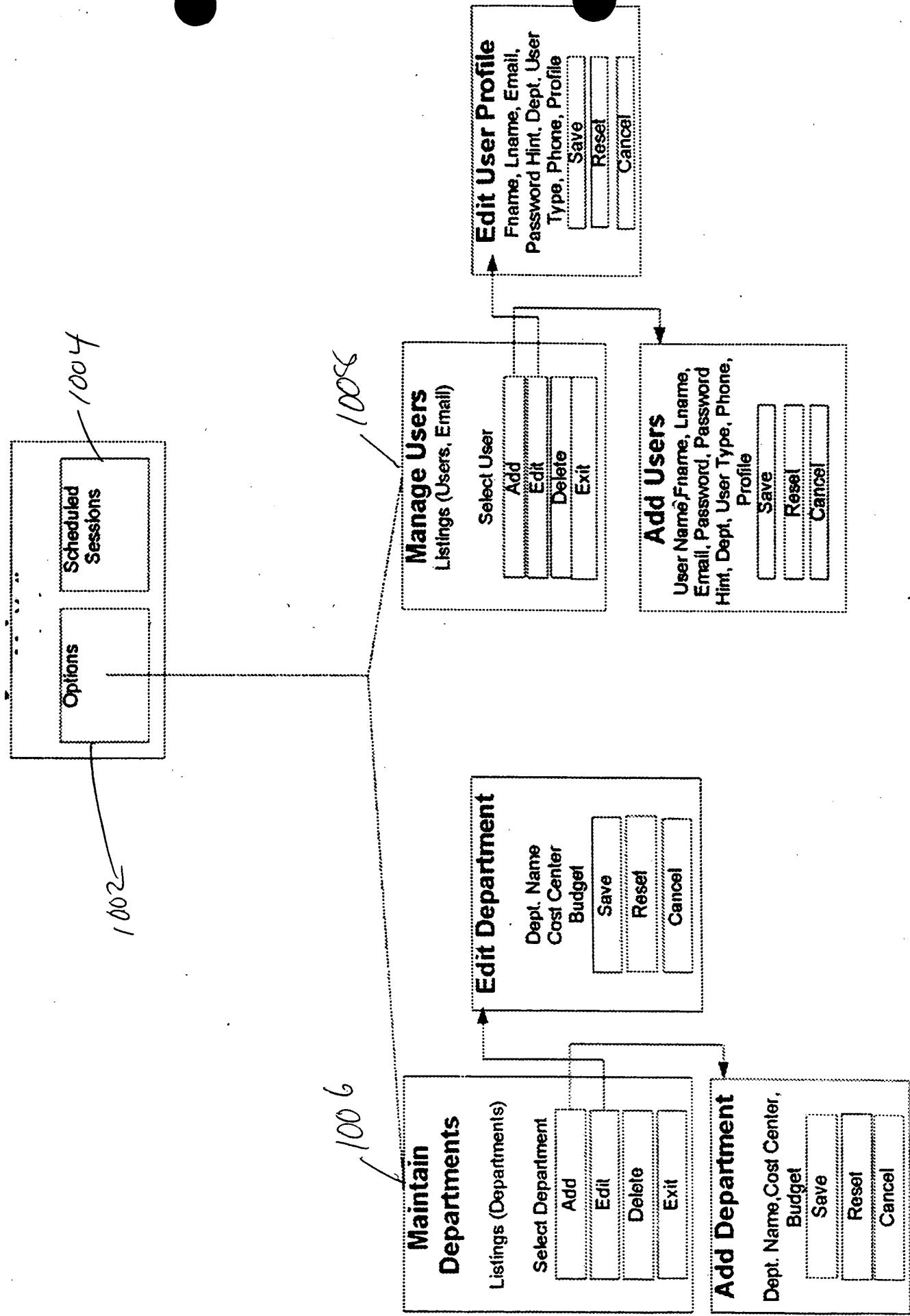


Fig. 106

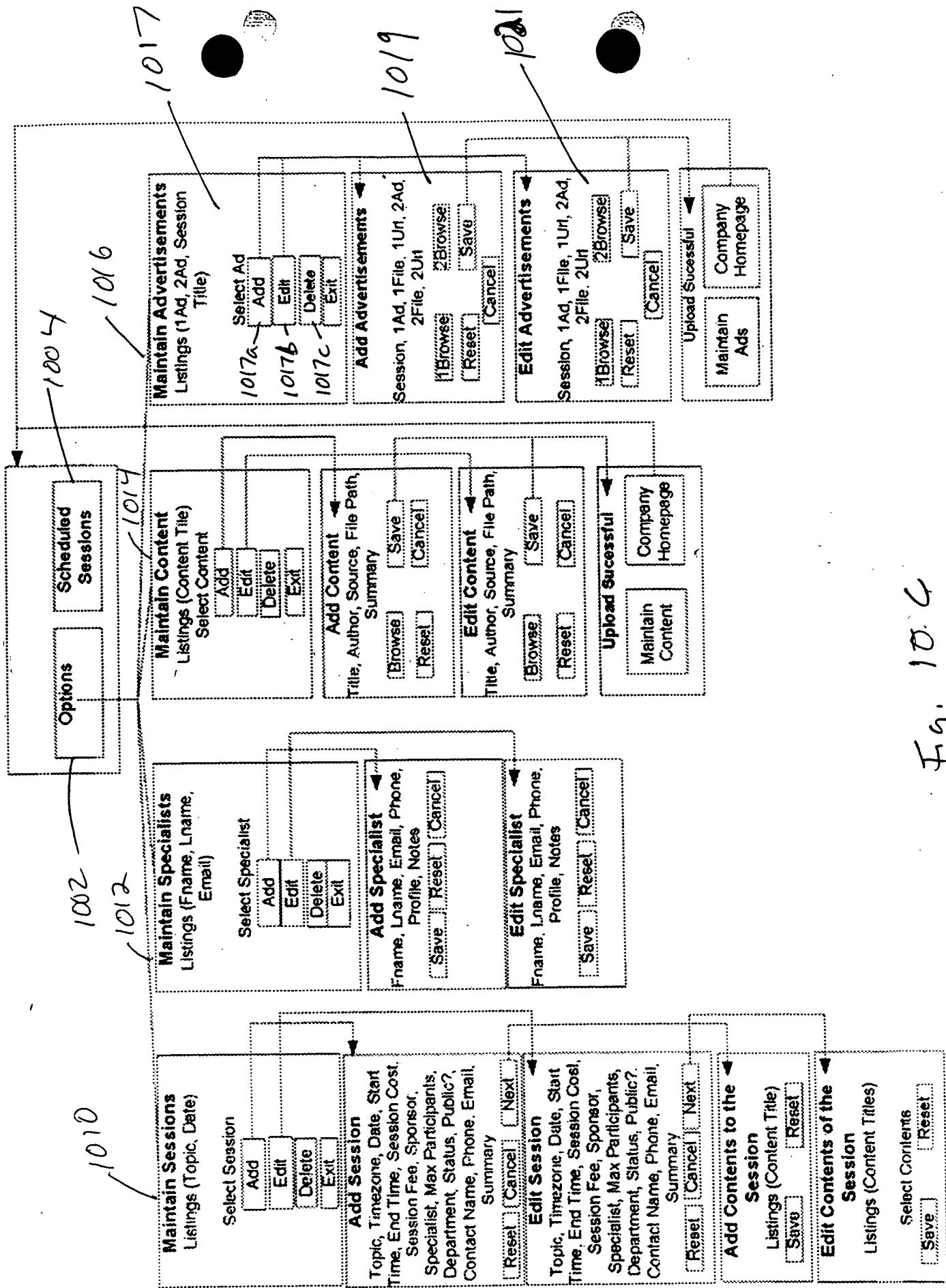
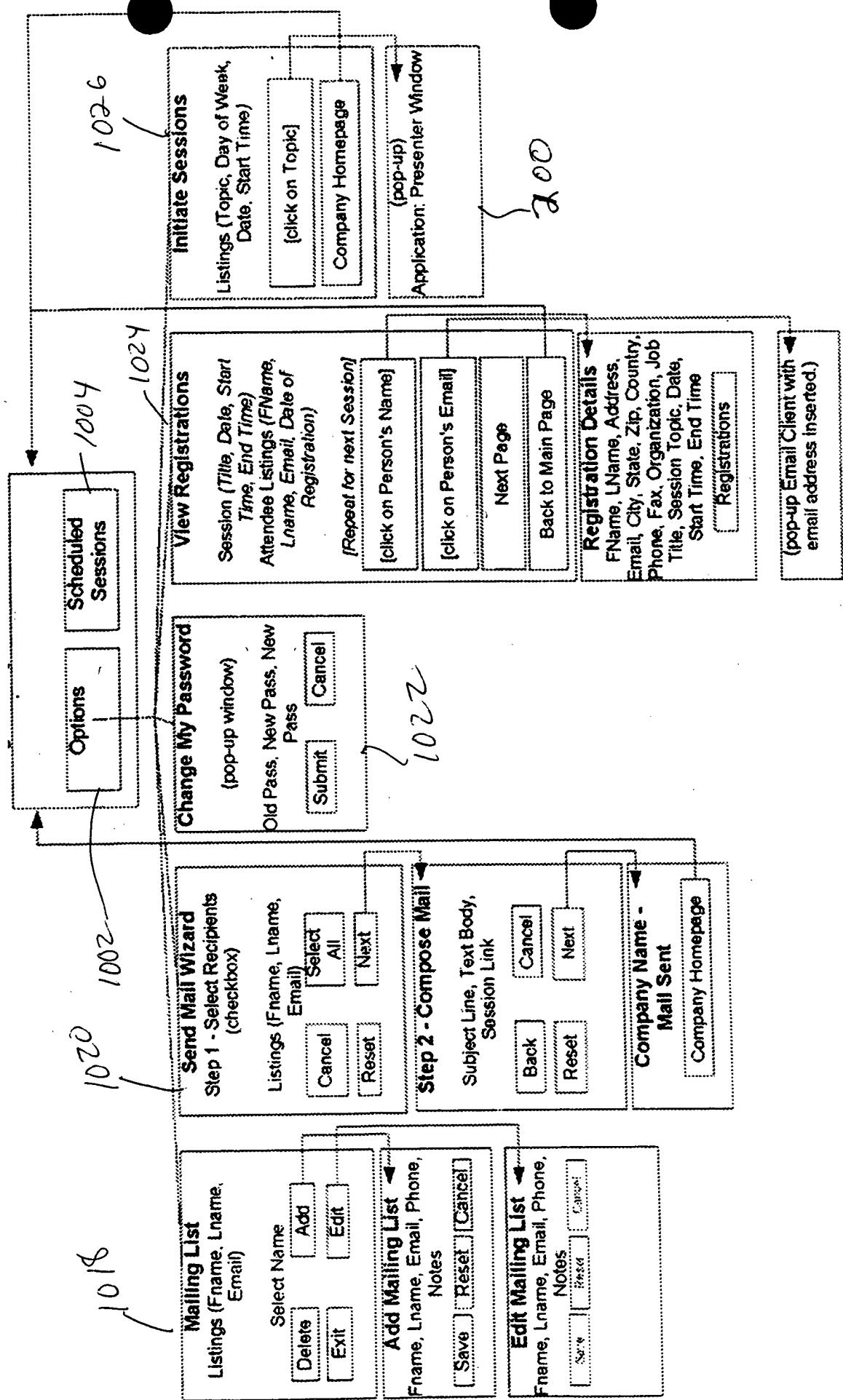
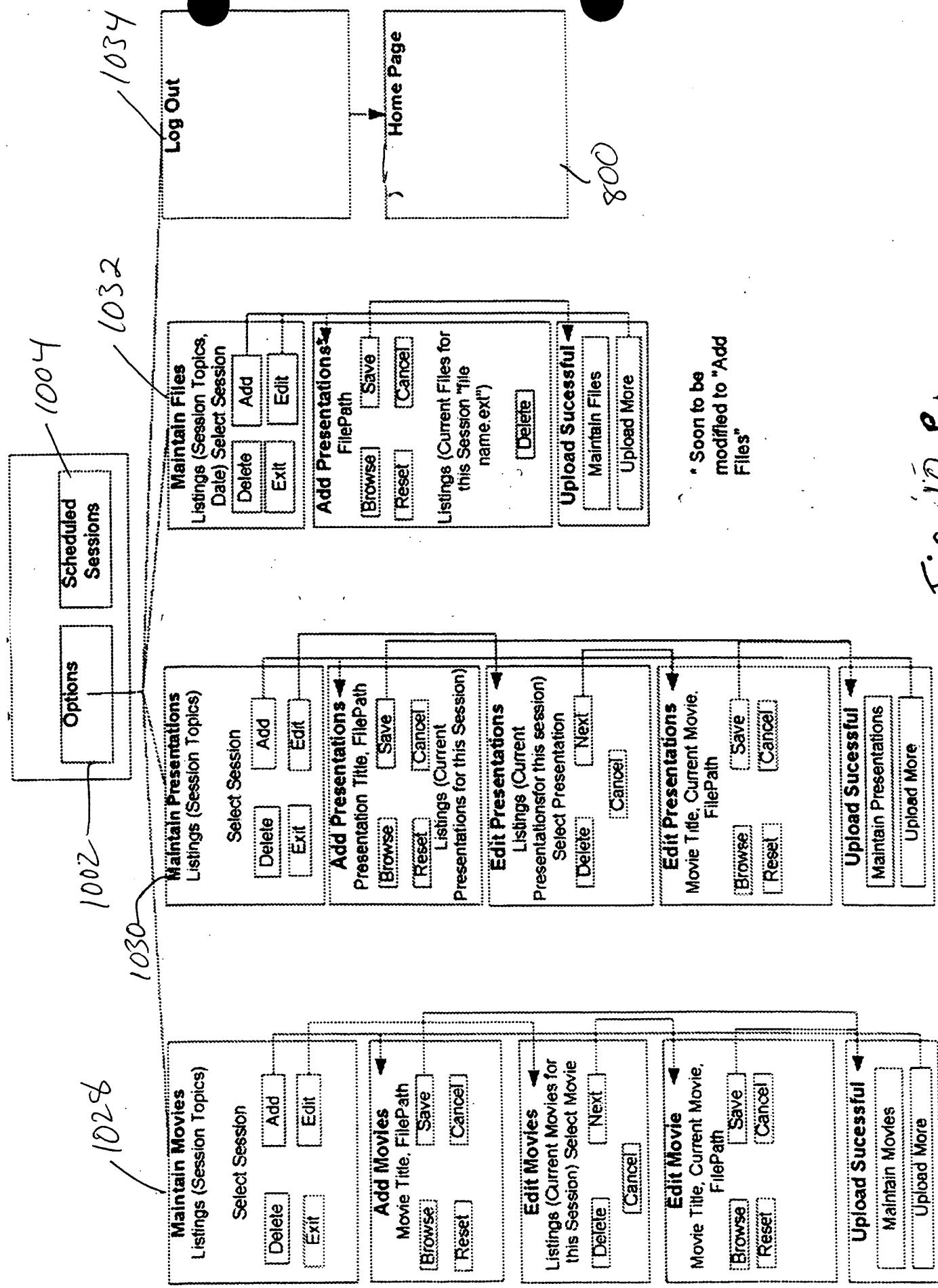
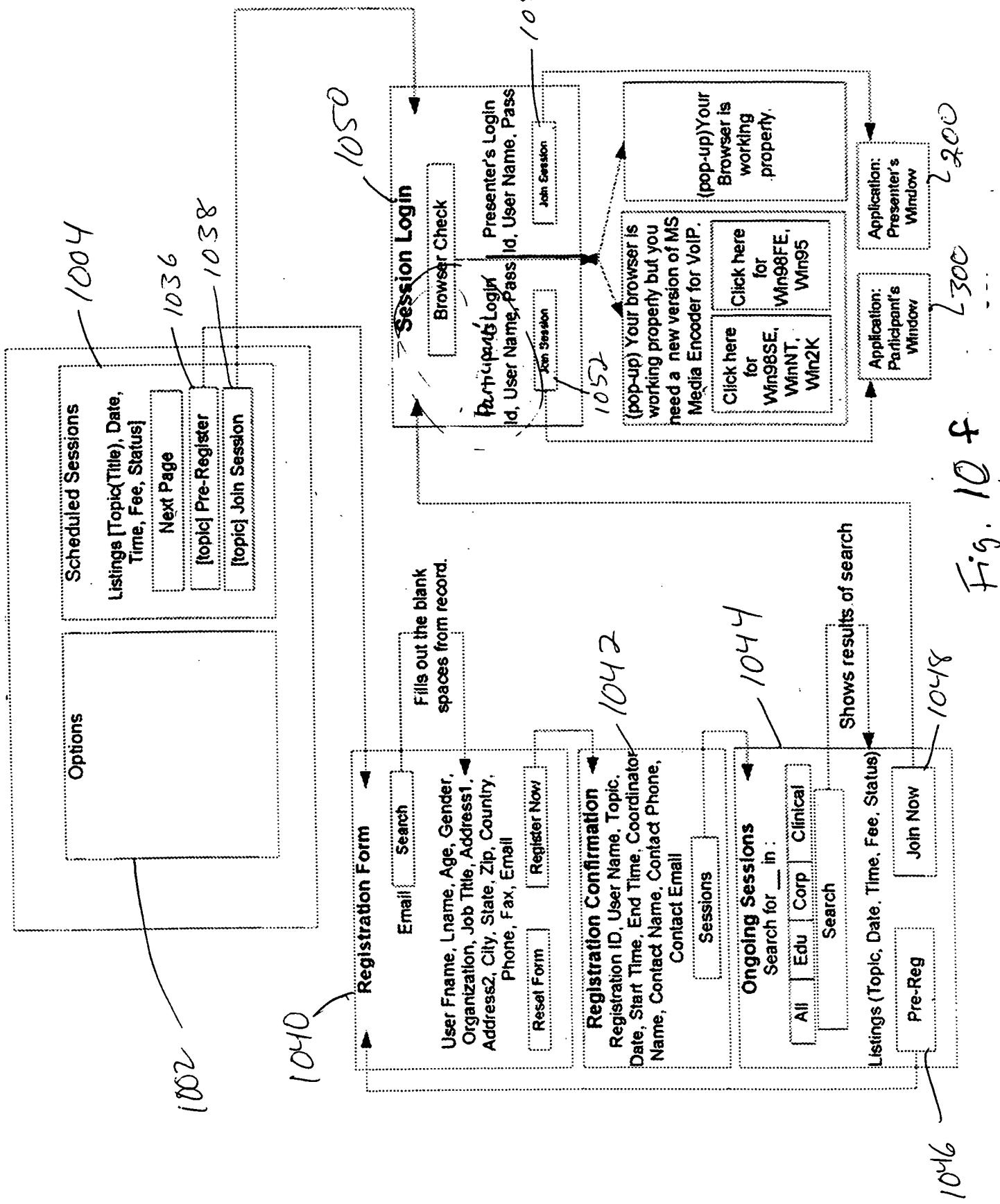


Fig. 10.4

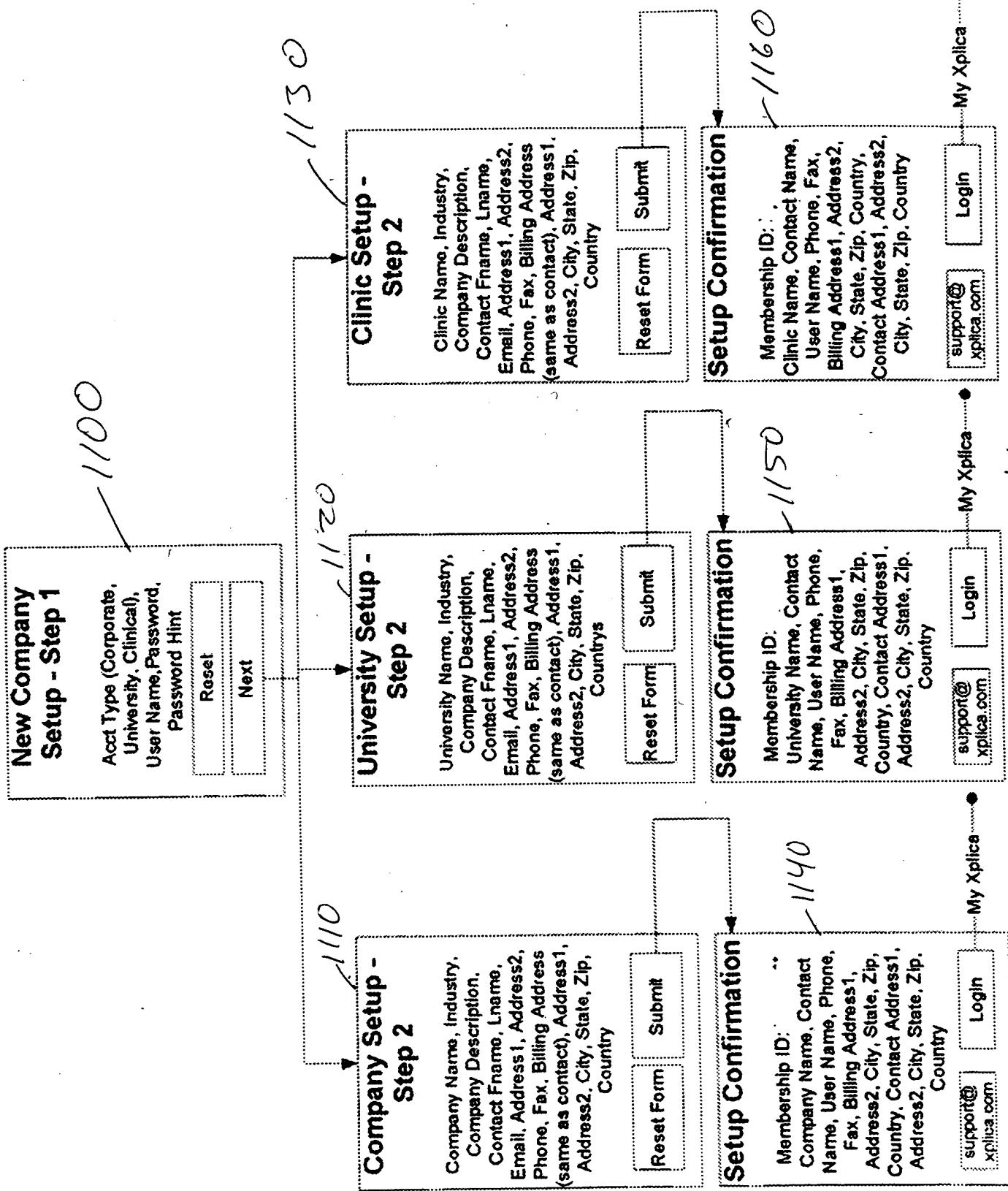




Figurāe



Register



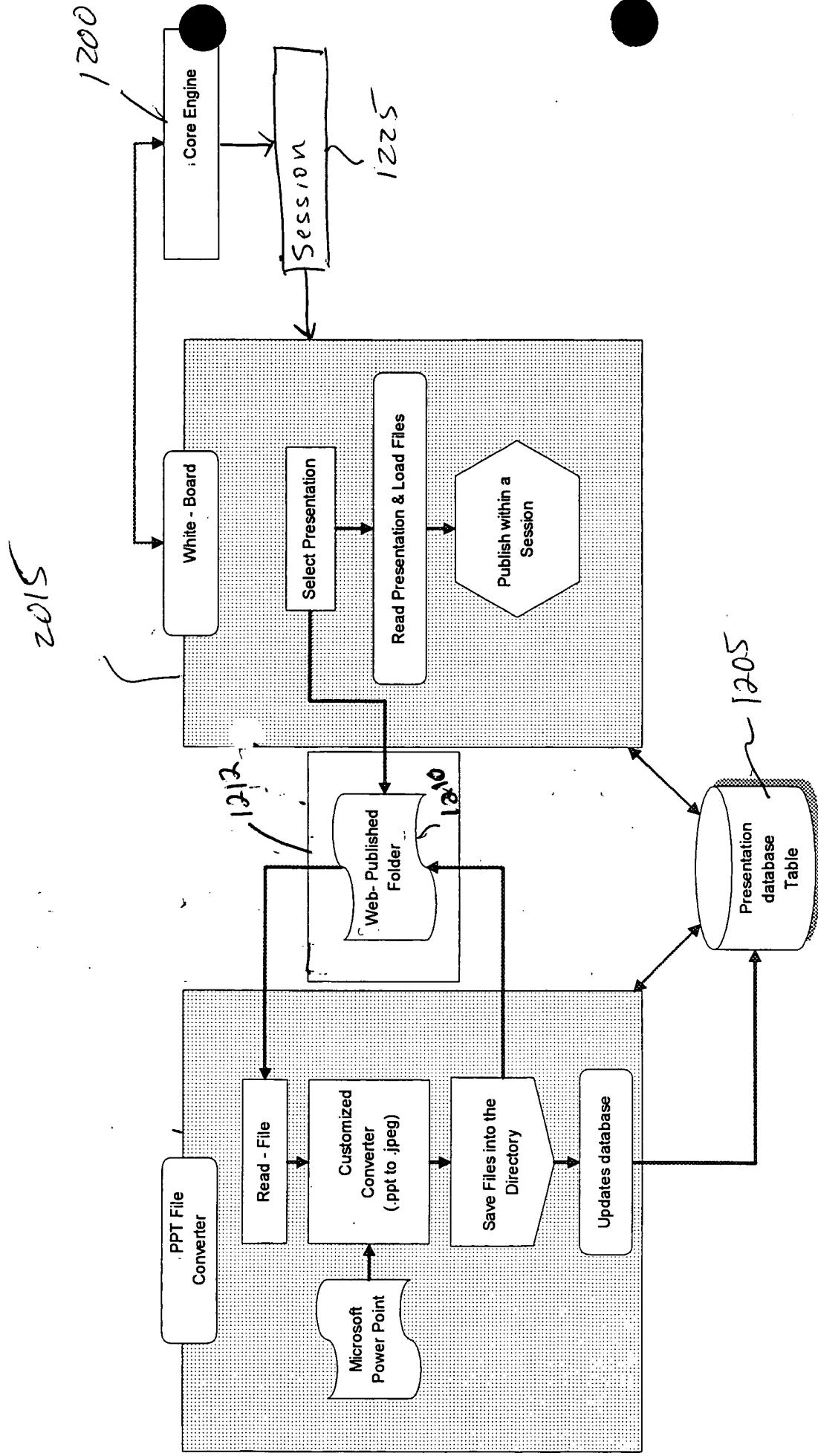


Figure 12

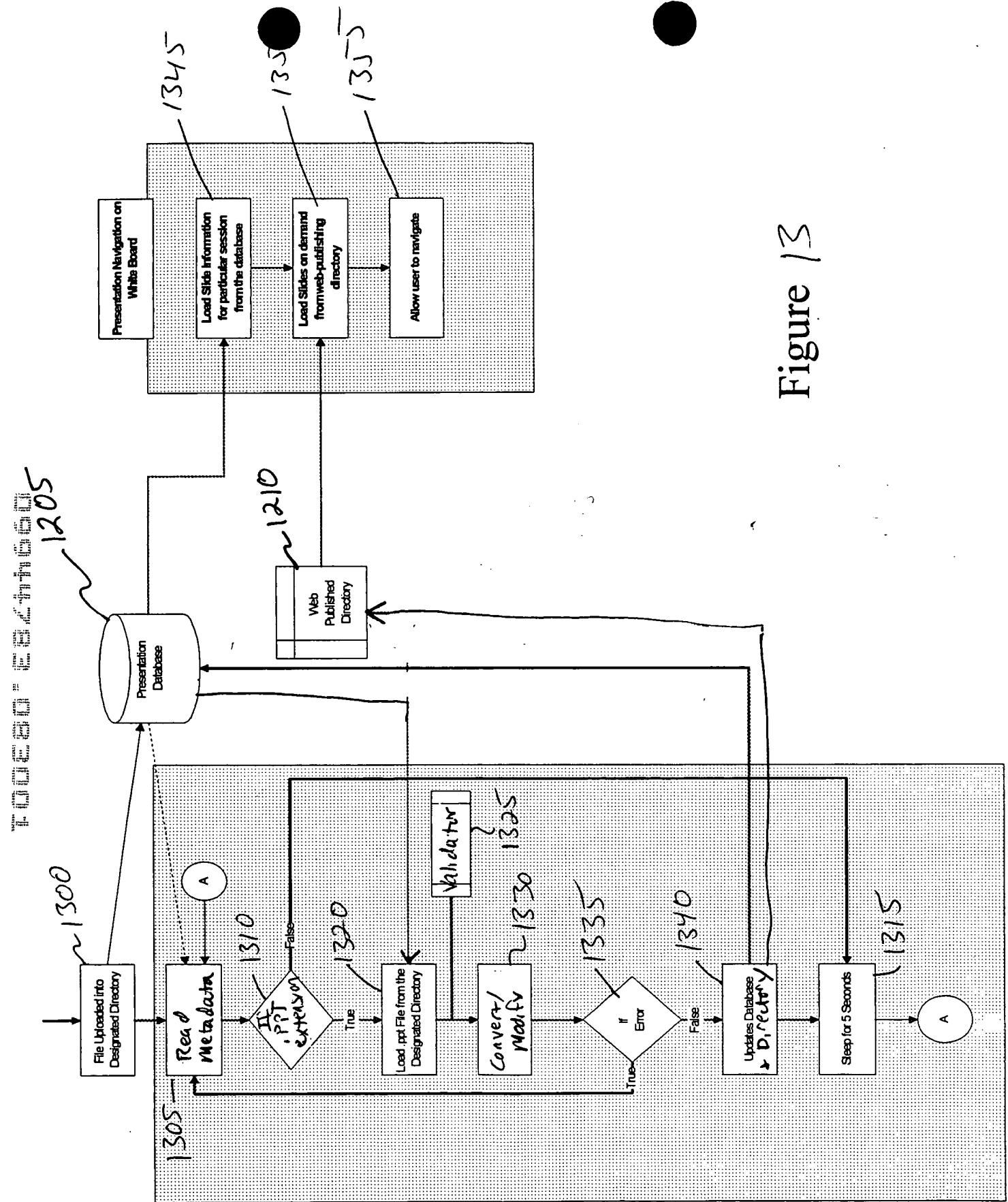


Figure 13

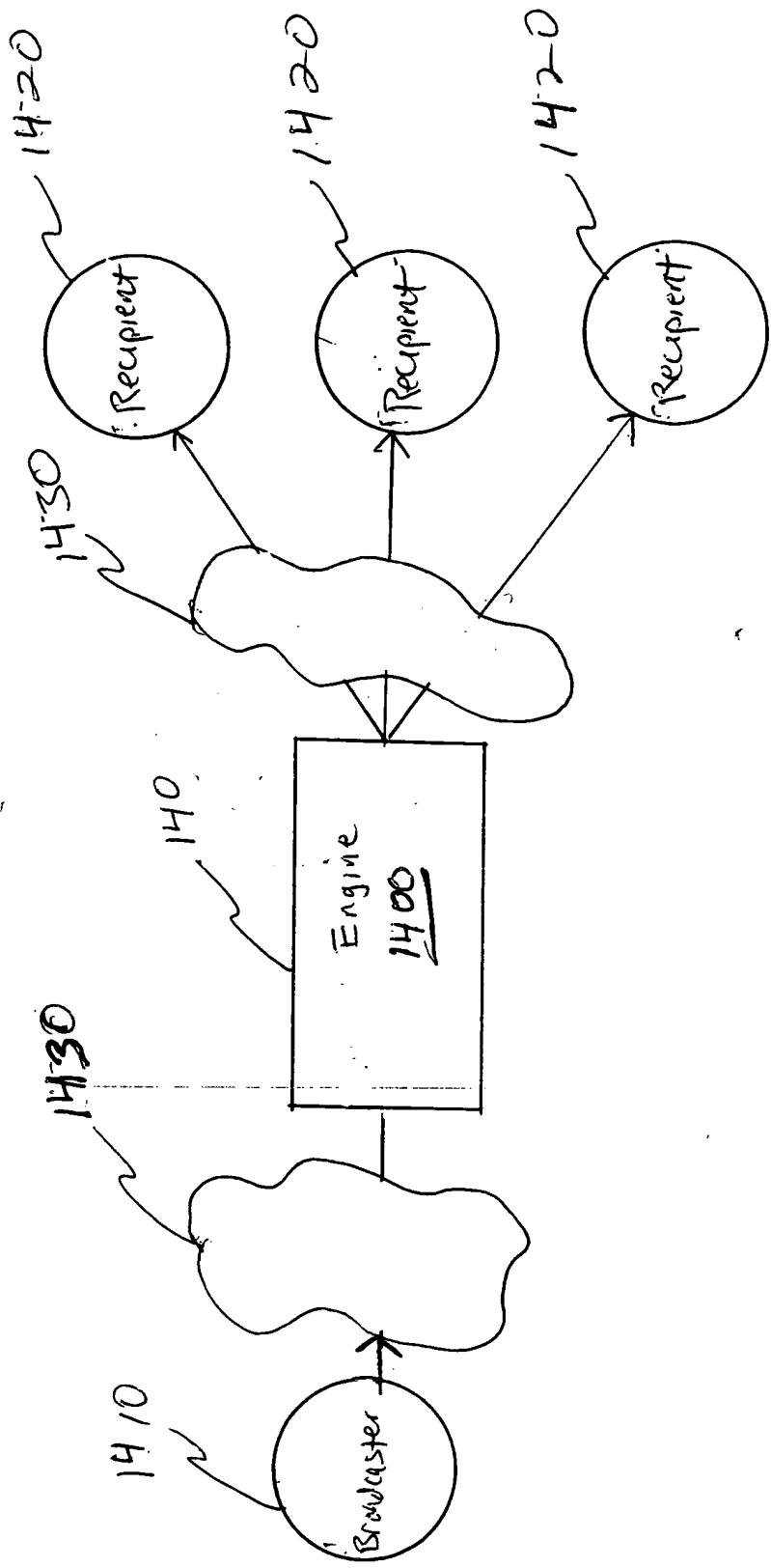


Figure 14

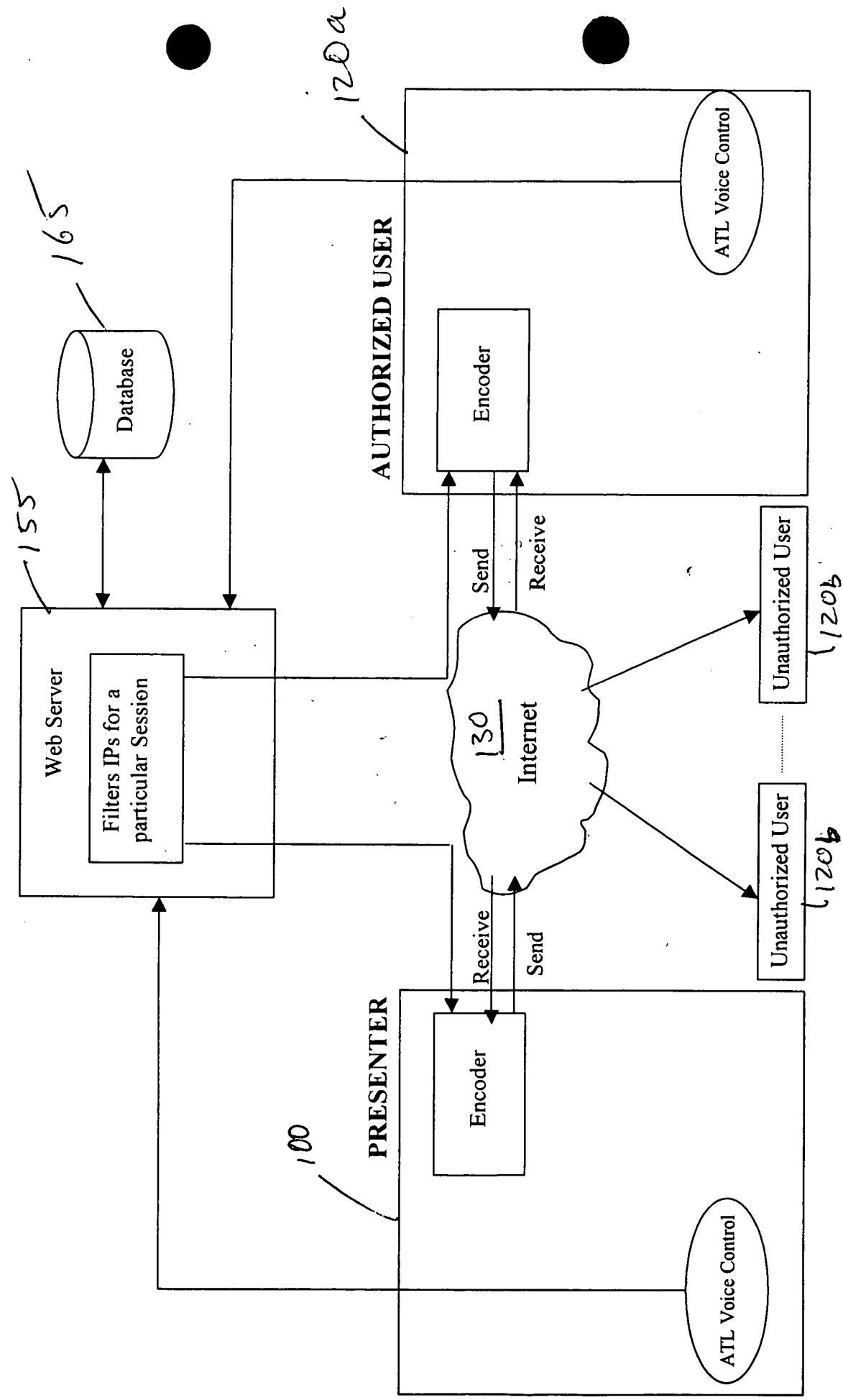


Figure 15

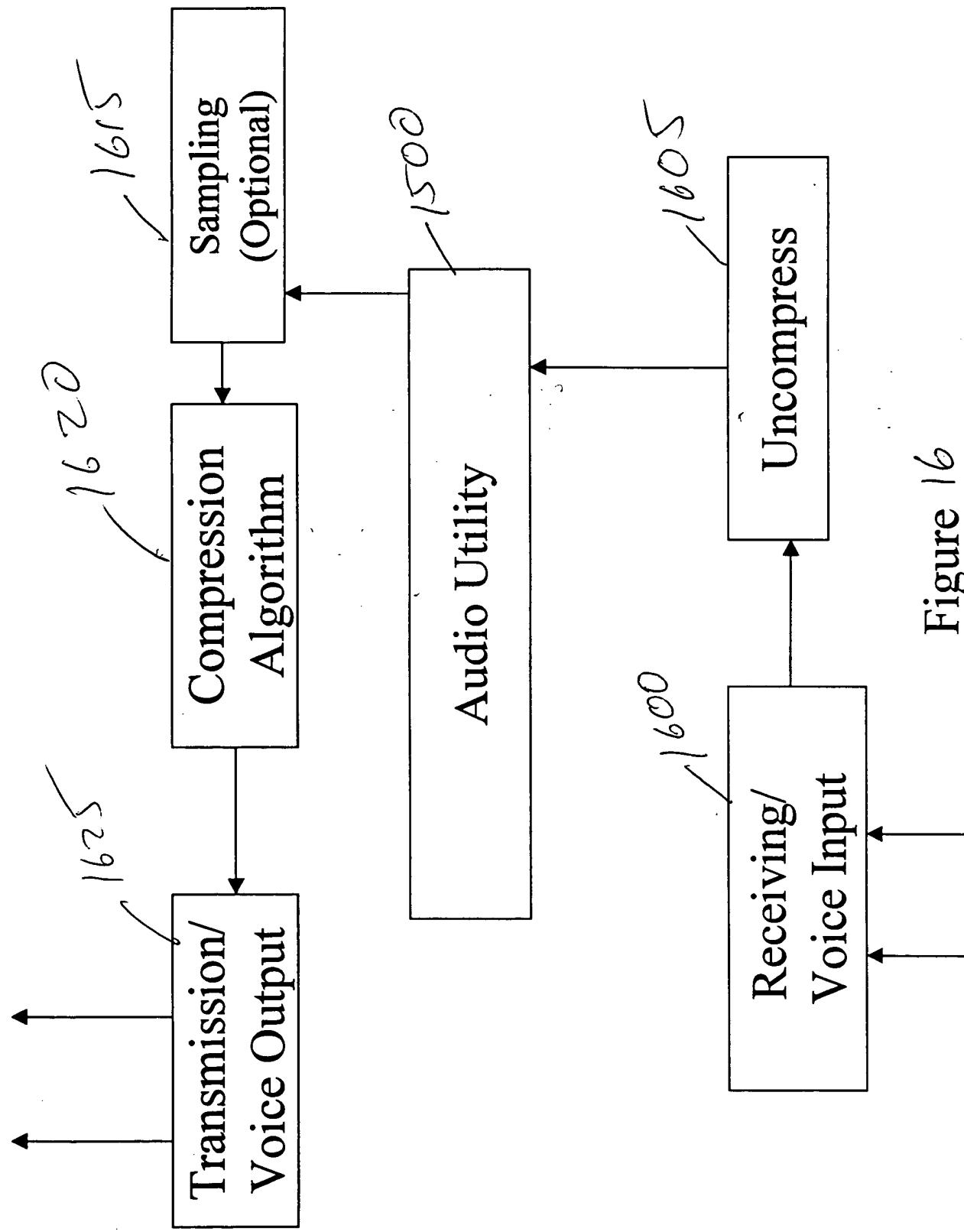


Figure 16

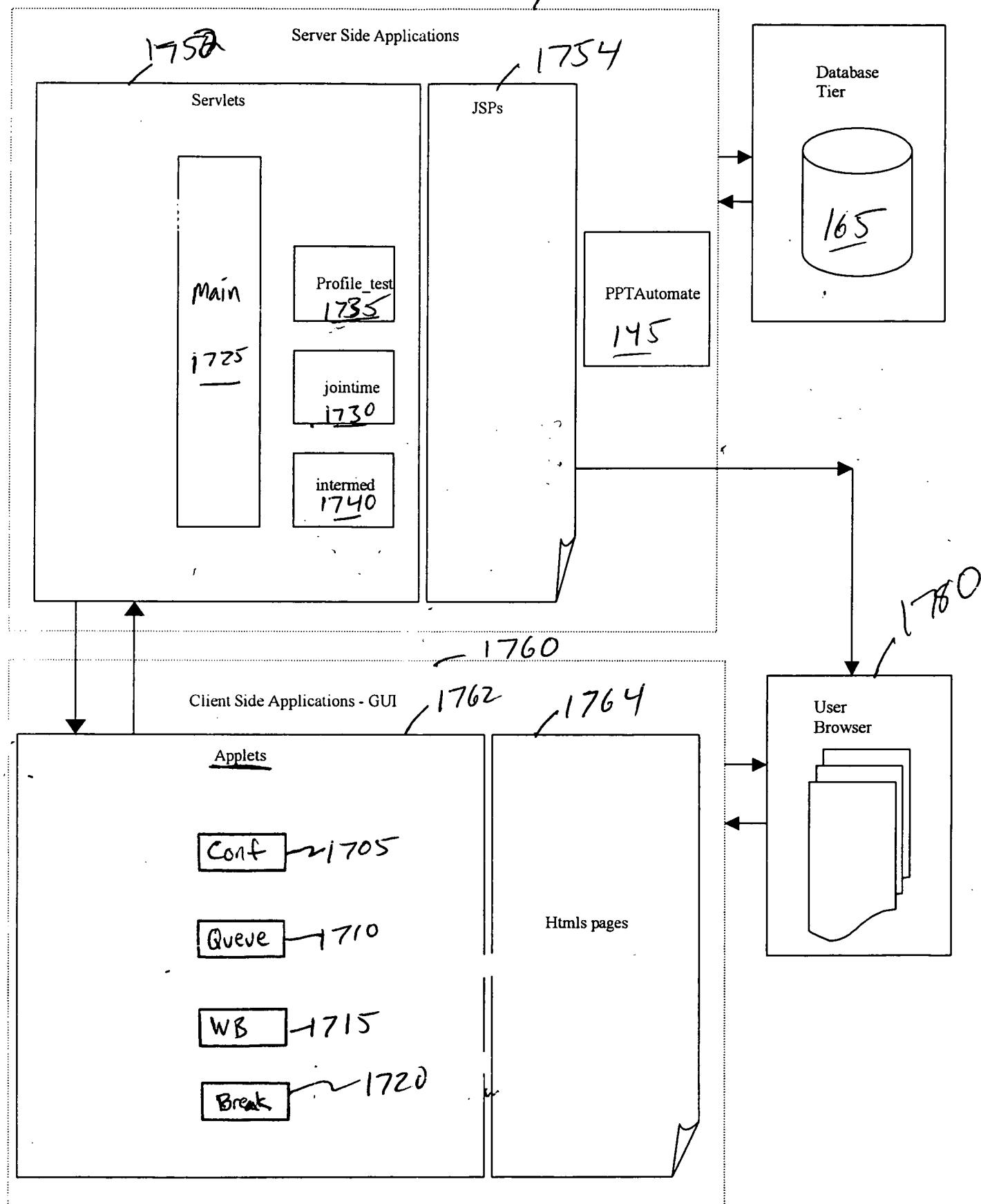


Figure 17a

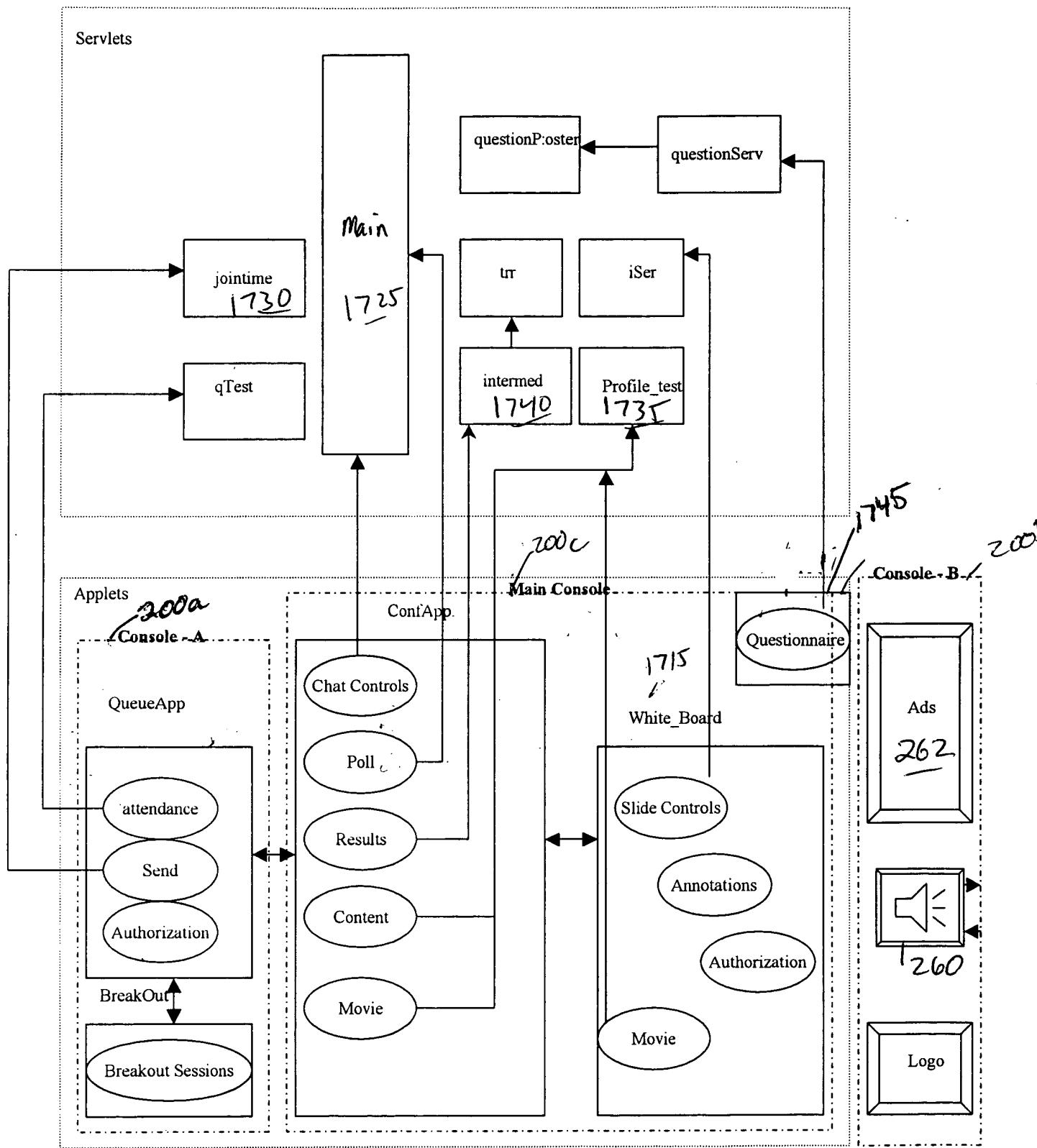


Figure 175

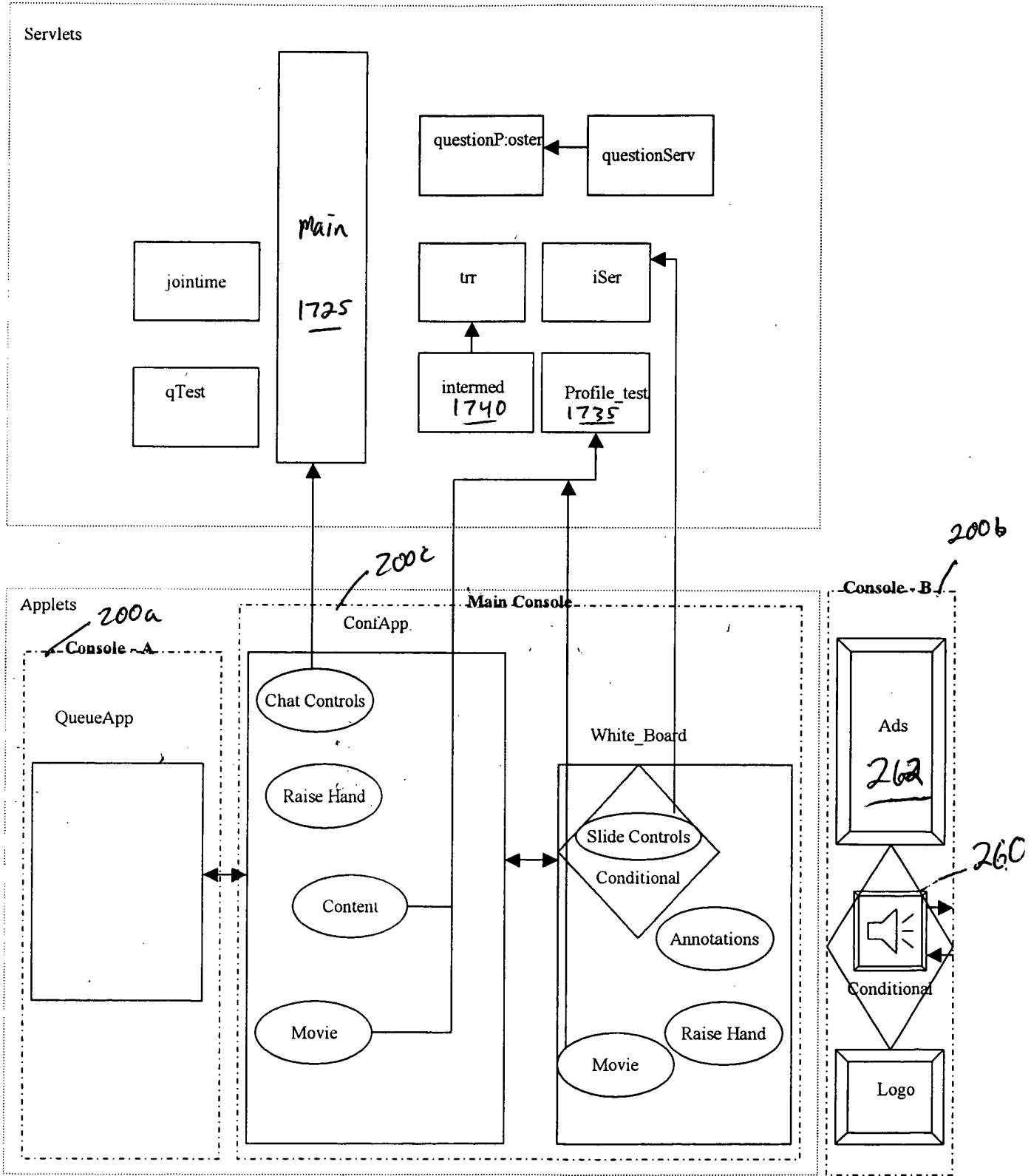


Figure 17c

Conference Applet

1705 →

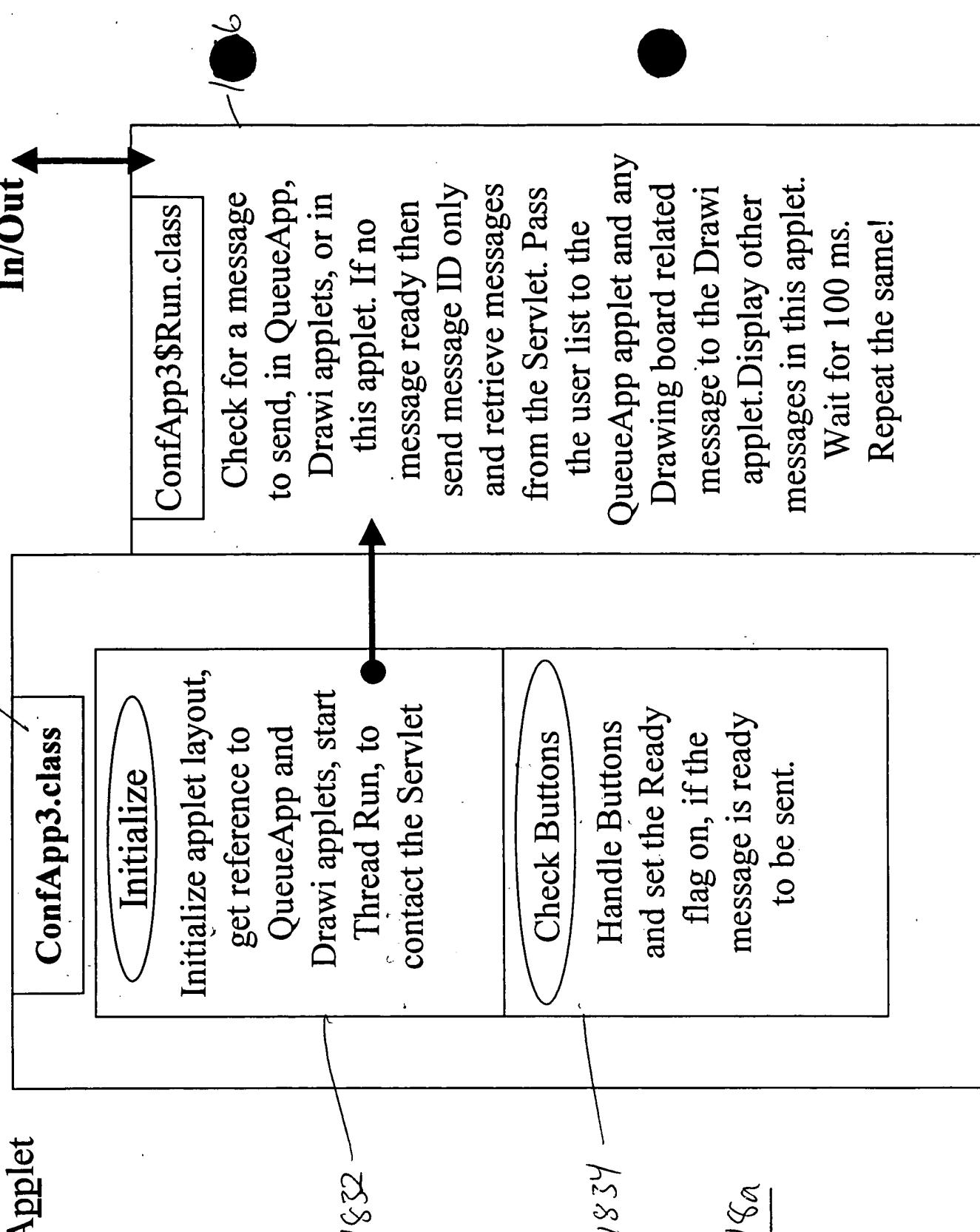


Figure 18a

1834

Check Buttons
Handle Buttons and set the Ready flag on, if the message is ready to be sent.

Check for a message to send, in QueueApp, Drawi applets, or in this applet. If no message ready then send message ID only and retrieve messages from the Servlet. Pass the user list to the QueueApp applet and any Drawing board related message to the Drawi applet. Display other messages in this applet. Wait for 100 ms. Repeat the same!

1832

Initialize applet layout, get reference to QueueApp and Drawi applets, start Thread Run, to contact the Servlet

1833

Check for a message to send, in QueueApp, Drawi applets, or in this applet. If no message ready then send message ID only and retrieve messages from the Servlet. Pass the user list to the QueueApp applet and any Drawing board related message to the Drawi applet. Display other messages in this applet. Wait for 100 ms. Repeat the same!

Queue Applet

17/0 →

18/0

QueueApp.class

Initialize

Initialize the layout according to the user's type. Obtain reference to the BreakOut applet if the user is Presenter, and initiate a separate thread to monitor it.

Run Thread

Check for breakOut message if available then set the flag On. Wait for 1 second. Repeat the same!

Check Buttons

Handle Buttons and set the message variables accordingly.

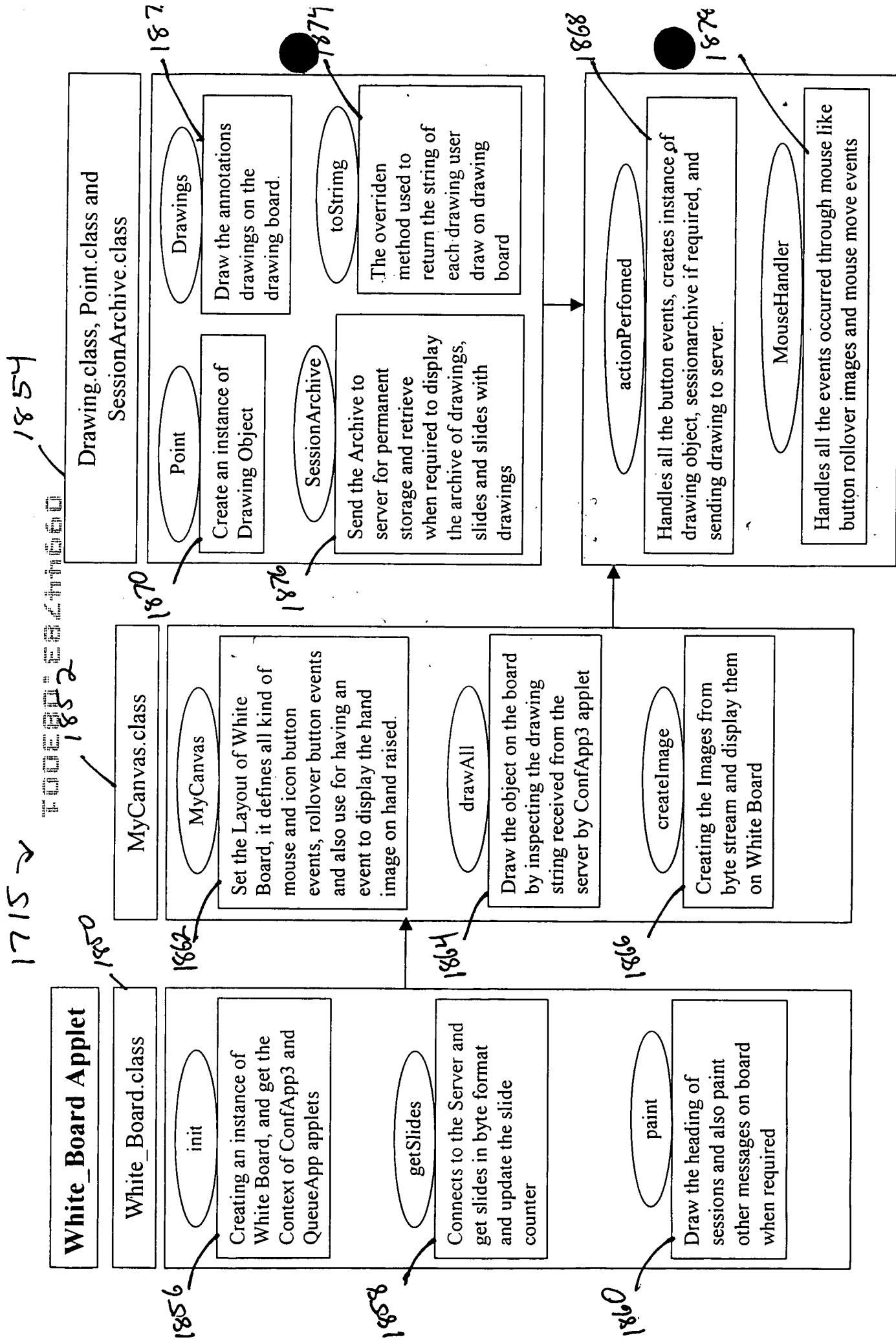


Figure 18c

Breakout Applet 1880

BreakOut class

Initialize 1884

Create an instance of dialog window to manipulate break out Session info.

BreakOut\$BreakFrame\$DialogWin.class

Initialize 1886

Layout the dialog Window for break out Session manipulation

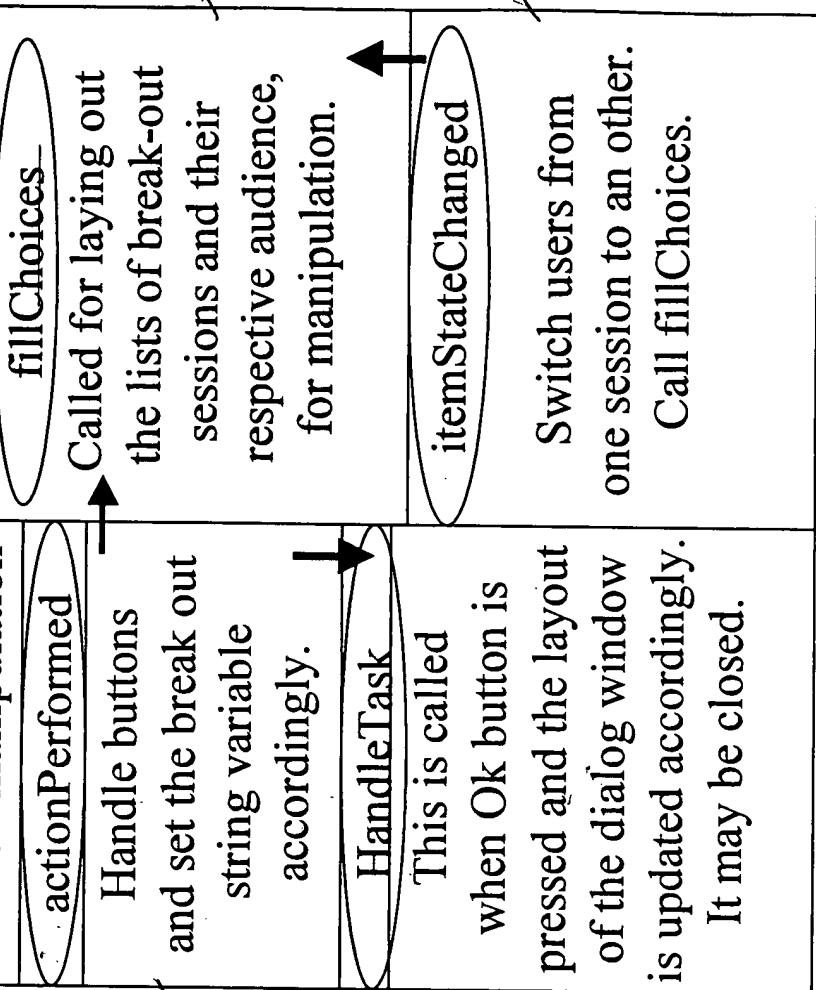
actionPerformed 1888

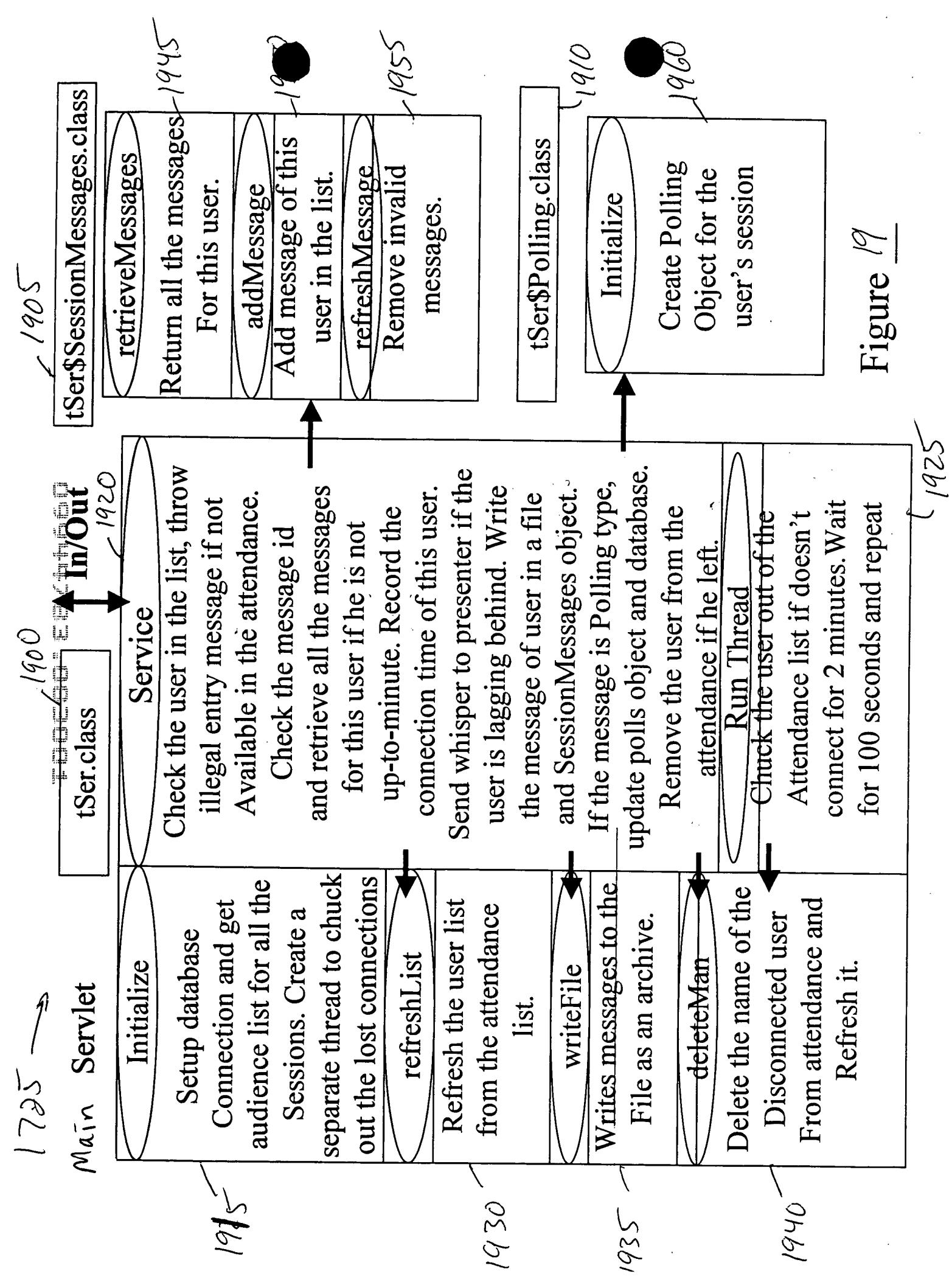
Handle buttons and set the break out string variable accordingly.

HandleTask 1890

This is called when Ok button is pressed and the layout of the dialog window is updated accordingly.

Figure 18d





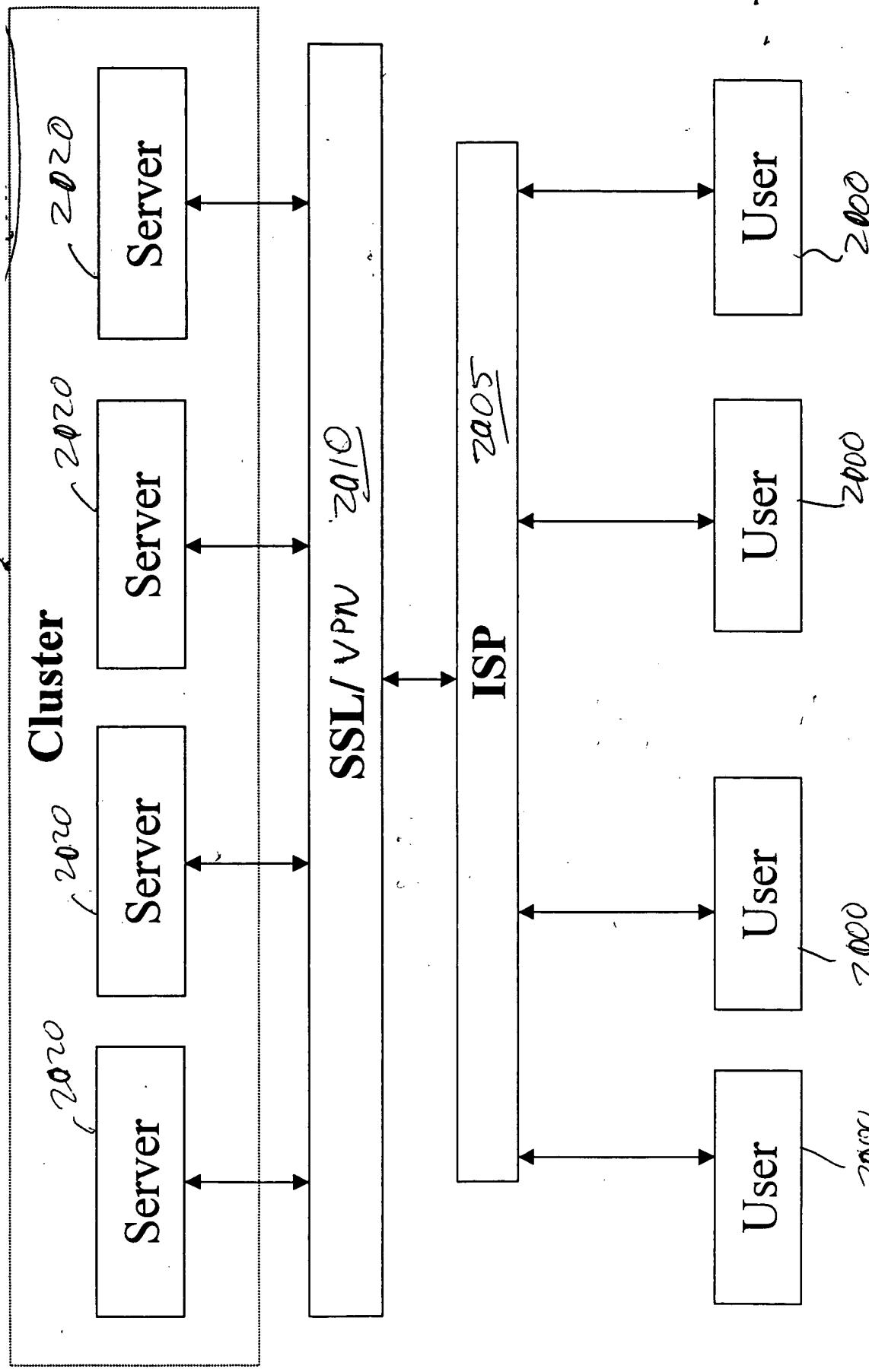


Figure 20

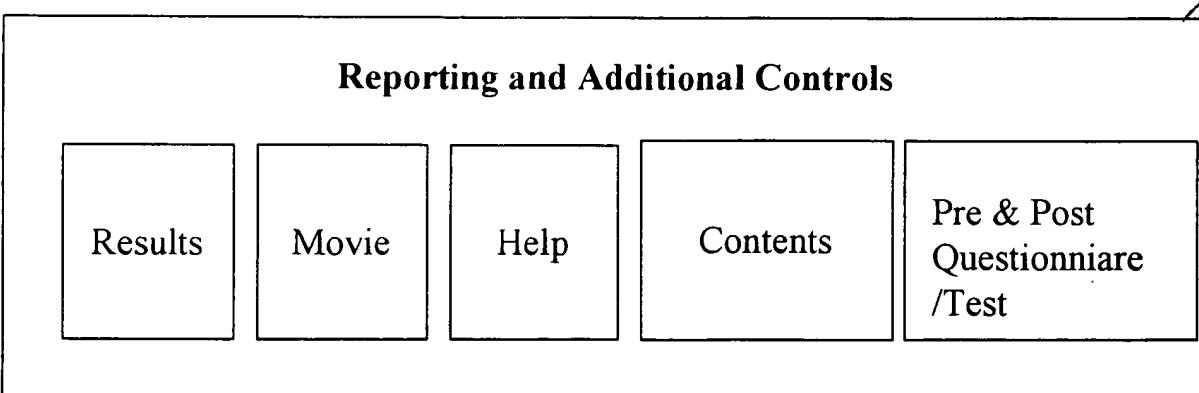
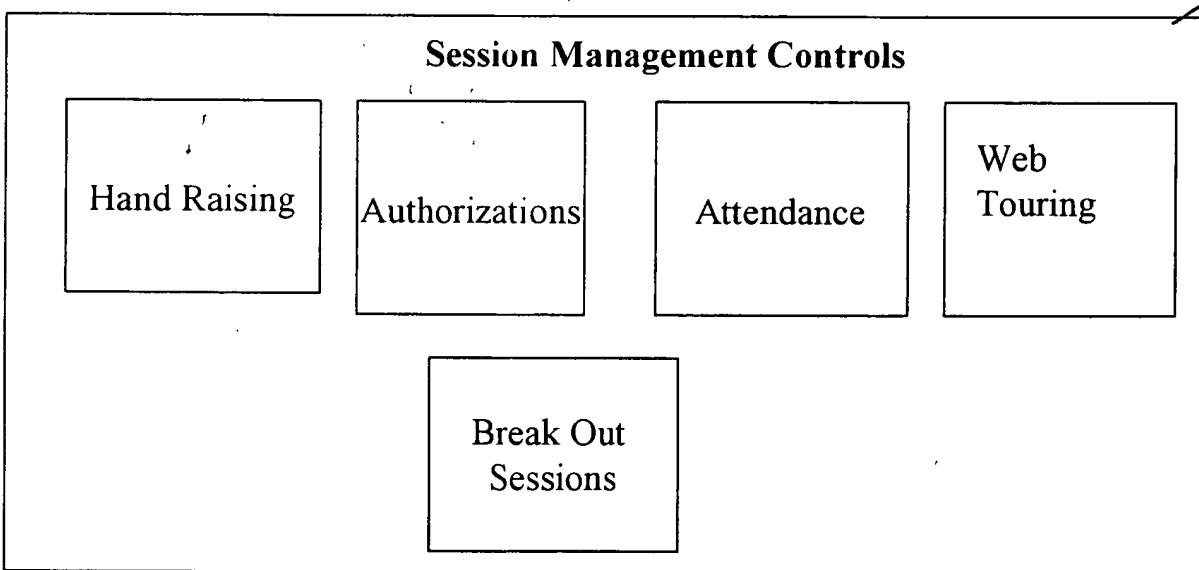
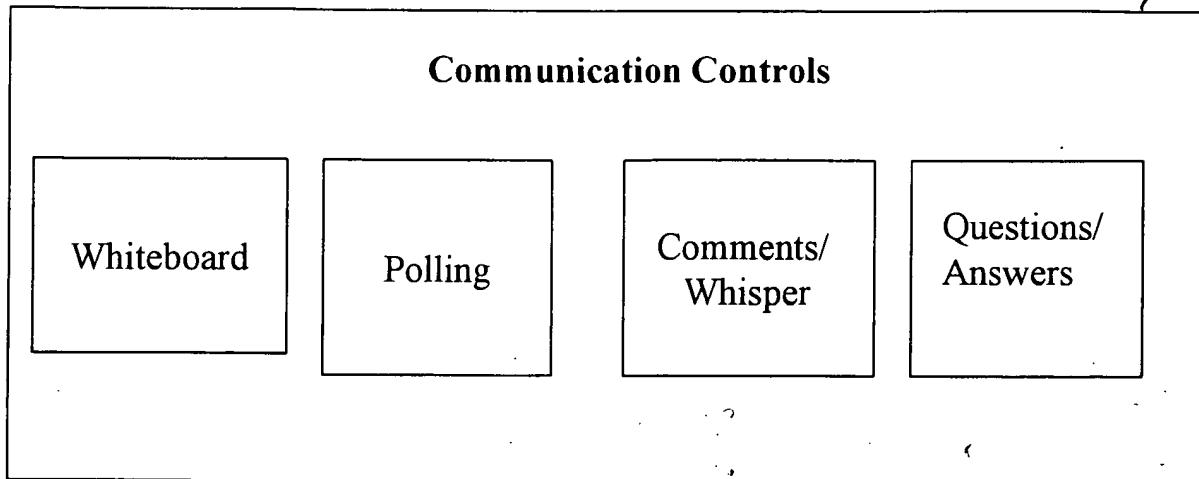


Figure 21

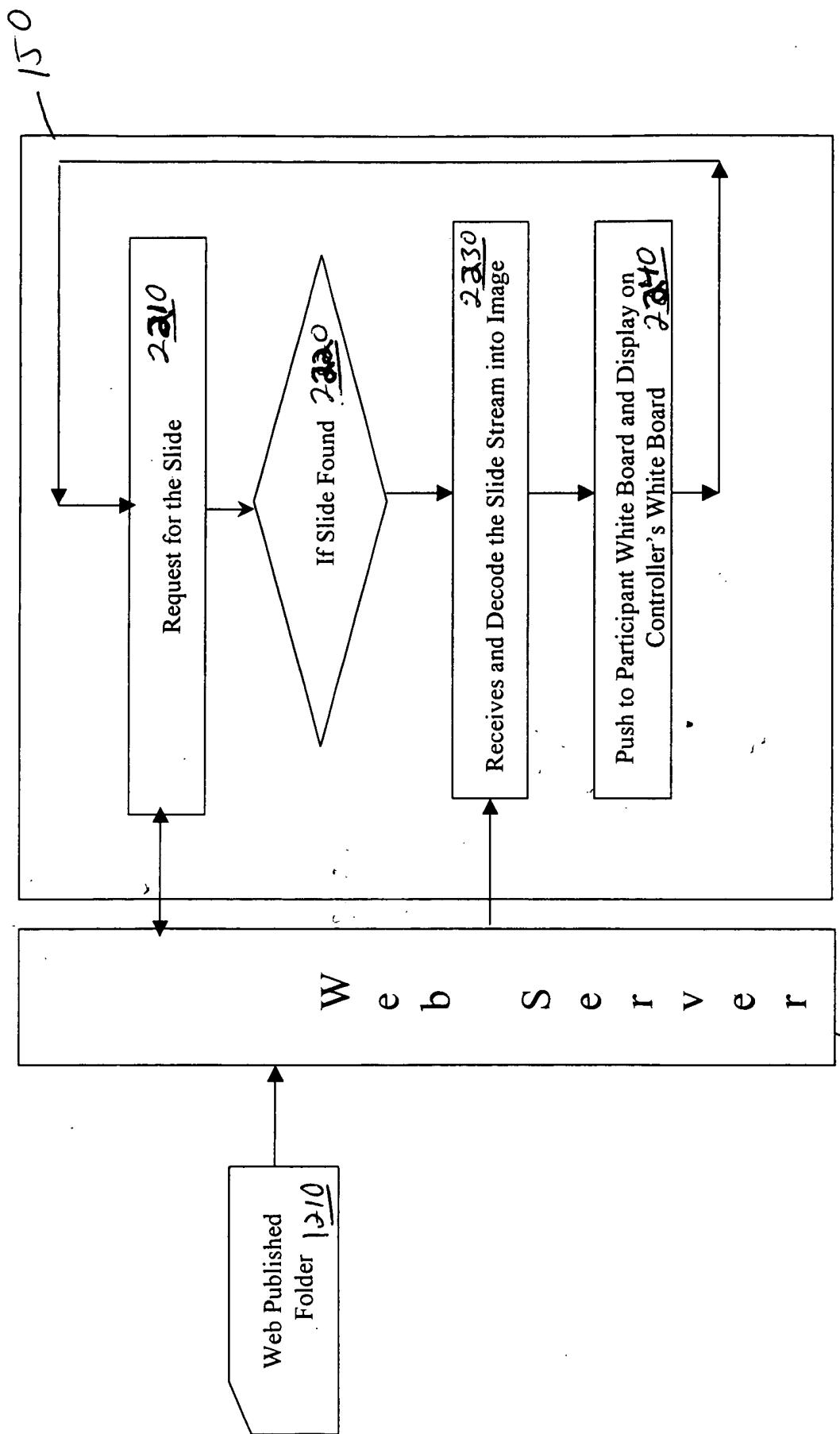


Figure 2e